KINGS QUEST V for NES!

SNES: SUPER TENNIS & EXTRA INNINGS!

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Game Players™

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Nintendo® Guide

A LINK TO THE PAST

Zelda® III

AN ADVANCE LOOK AT THE HOT SUPER NES ADVENTURE

TURTLES TAKE MANHATTAN

HEROES STAR IN THIRD NES ADVENTURE

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APRIL 1992

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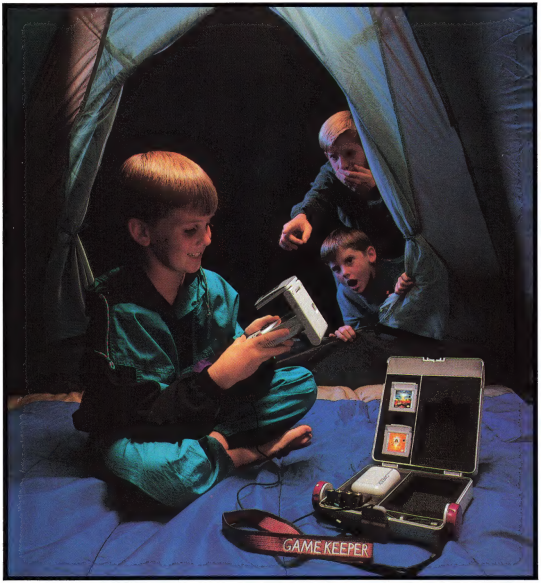
Light Boy is Bound to Attract Attention



The campfire has died and the marshmallows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.

The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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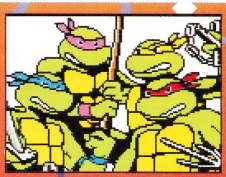

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Game Players Nintendo Guide

APRIL 1992

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EDITOR'S NOTES

If our *Game Players Nintendo Guide* finds its way to you several days later than usual this month, it's a result of a change in our ownership and an adjustment in the date on which we go on sale each month. *Game Players*, formerly a part of Signal Research, Inc., is now owned by GP Publications, Inc., a division of Technology Funding Secured Investors II. But the ownership name change is about the only difference you'll notice. All of the same writers, editors, and game experts are still working hard to bring you the best games, hints, and strategy available in each issue.

And there are going to be *a lot* of new games. This year you can expect more than 50 new games for the Super NES, over 40 for the NES, and more than 30 for Game Boy.

The Super Nintendo is breathing new life into videogames, and the competition between the 16-bit heavy-hitters, SNES and Sega Genesis, means that the games for both systems are going to be great. Coming soon for the Super Nintendo are *Wizardry V* from ASCII, *FaceBall 2000* from Bullet-Proof, *Streetfighter II* from Capcom, *NCAA Basketball* from HAL America, *Teenage Mutant Ninja Turtles IV* from Konami, *Jack Nicklaus Golf* from Tradewest, and a host of others.

But the developers aren't forgetting you 8-bit gamers in the 16-bit onslaught. With more than three dozen NES games in the works, the licensees aren't about to squeeze you out. You can look forward to games such as *Krusty's Funhouse*, the newest Simpsons title from Acclaim; the role-player *Might & Magic* from American Sammy; the cartoon heroics of *Darkwing Duck* from Capcom; and *Uninvited II* from Seika.

Game Boy continues to grow in popularity — especially in videogame-hungry Europe. And Nintendo of America's new advertising campaign is geared toward adult Game Boy players, so some of you kids might have to wrestle your Game Boys away from your parents. New titles in development include Acclaim's *George Foreman Boxing*, Bandai's *Toxic Crusaders*, Data East's *Joe & Mac*, FCI's *Boxzle II*, Hi Tech Expression's *Tom & Jerry*, JVC's *Boulder Dash*, LJN's *Spider-man 2*, and Ocean's *Super Hunchback*.

You can read about these upcoming games and others in the "Year of the Game" feature in this issue. In addition to our look at the Japanese version of *Zelda III*, we also have strategy features on *Lemmings* and *Earth Defense Force* for the Super NES, *Teenage Mutant Ninja Turtles III* and *King's Quest V* for the NES, and *Prince of Persia* for the Game Boy.

We think our April issue was worth the wait!

Leslie Mizell
Associate Editor

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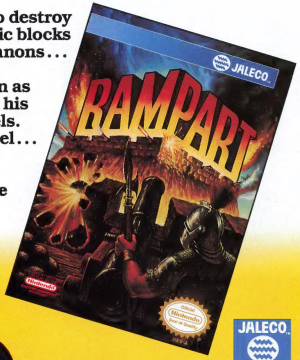

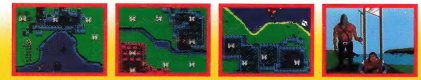

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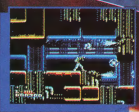

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Final Fight

I'm having trouble defeating Katana and EDI-E in *Final Fight* for the Super Nintendo. Do you have any tips?

Nicolas
Wayne, NJ

A good technique for both of them is to stay above or below them and wait for the fighters to come to you. Grab them just as they reach you and execute a piledriver if you're Haggar, or a few knee attacks if you're Cody. Go for the "hold" moves, and never attack from head on — always stay above or below.

Metroid II: The Return of Samus

I've completely finished *Metroid II* for the Game Boy, except that I can't find the Spring Ball.

Darren
Saginaw, MI

In the third area of Metroid II, *you find a tall building. Go to the top of the building and drop into the center, then go to the left. There you must defeat a monster to earn the Spring Ball.*

Super Ghouls 'n Ghosts

I'm confused about where Guinevere's magical bracelet is in the game *Super Ghouls 'n Ghosts* for the Super NES. Please help!

Seth
West Fargo, ND

Once you've completed the entire game, Guinevere tells you that she dropped her bracelet somewhere along the line. To find the bracelet, you must go through the game a second time. Once you have the golden armor and the powered-up shield, the next chest you open will contain the bracelet.

Final Fantasy Adventure

I'm stuck in the Game Boy game *Final Fantasy Adventure*. I can't find the Cave of Oasis. I got the clues "8" and "palm trees" from the boy, and I found a group of palm trees shaped like an 8, but I can't find the cave. Help!

Adam
Fairborn, OH

Look for a cave that isn't open. There should be two palm trees there, one on each side. Walk a figure eight over them, and the cave will open.

Batman 2: The Return of the Joker

In *Batman 2* how do you get past the tank on level 6-2 without dying?

Mark
Phoenix, AZ

Try to stay as far ahead of the tank as possible, then shoot the driver when he pops up.

Mega Man in Dr. Wily's Revenge

I recently got *Mega Man* for the Game Boy. I can beat every robot master except QuickMan, and I can't go on without beating him. What should I do?

Ollie
Murfreesboro, TN

Use your Firestorm (FI) weapon on him until you've depleted half his life meter. Then activate the timestopper (FL) weapon to finish him off.

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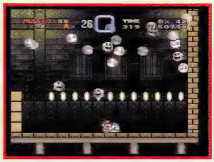
Game Players

Super Mario World

Hi! I have *Super Mario World* for the Super Nintendo, but I don't know how to pass the Forest Ghost House in the Forest of Illusion.

Jaclyn
Baton Rouge, LA

When traveling through the ghost house, you find a P-switch. Pick it up and carry it to the right until you reach an orange door with a long row of coins above it. Pass the door and go to the far right. Use the P-switch to reveal a hidden blue door. When you go through the door, you're warped to the top of the house, up into the black area. Walk to the left until you reach two doors. Each one is a different way out of the house.



Wolverine

On the Trial by Air level of *Wolverine*, I found a door near the middle of the stage, but I can't get in it. Please help me!

Paul
Bristol, CT

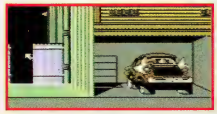
When you find yourself above the door, kneel down and punch. Wait for a platform to move into a good position for you to jump on it. Then jump to the door, quickly pressing Up on your controller when you're right in front of the door — otherwise, you'll slide past it.

Maniac Mansion

I can get all the way to the end of *Maniac Mansion*, the part when I have to get rid of the meteor. I used Dave, Wendy, and Michael as my players, but I can't seem to put the meteor into the Edsel's trunk. How do I do it?

Randy
Leslie, MI

The key to the Edsel is in the Green Tentacle's bedroom. Open the trunk, put the meteor inside, and voila!



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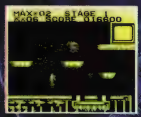

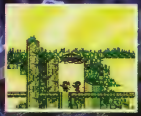

Has your Mom or Dad ever made you dress up in a suit? It's a total drag. You can't play. Can't move. Can't get dirty. Can't get comfortable. Can't have any fun. Can't, can't, can't! Well, you can change all of that. Try stepping into the Torn Wolf robot suit.

This thing can do some amazing stuff. It has an intense blaster gun that can rapid-fire triple shots if you're on the lookout for charge-up items. You can grab a jet-pack and jolt those nasty aliens from the air. You even become faster in this super suit. The most radical thing, however, is its incredibly handy cord like ropes. These super robot-bands can pull you out of some tight squeezes. You only get a few of them though, so, don't stretch your luck!

Oh, by the way, you need to use this suit to save your girlfriend and the planet against this alien invasion. But, when you're havin' this much fun, that's just part of the game.

GAME BOY

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SUPER SECRETS

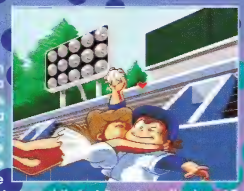
American Gladiators

Use these passwords to skip levels in *American Gladiators* for the NES.

Level 2 ABAAAA8B
Level 3 ABAA8AAA
Level 4 ABAA8888
Level 4 with 10 lives
ABA88888

Extra Innings

Here's how you can view all the cinema screens and access a sound test in *Extra Innings* for the SNES. When you see the main menu at the beginning of the game, select any choice while holding down the L and R buttons. Each choice hides a different cinema display, and some also offer a sound test.



Rainbow Island

To select stages in *Rainbow Island* for the NES, wait for Start to begin flashing on the title screen, then press Left, B, Right, Up, Down, Left, Right, and B. This formula lets you select any of the first seven stages.

Silver Surfer

Here are some great passwords for the NES game *Silver Surfer*. Get to the password screen by pressing Up on both controllers at the same time. Put in the password and press Start. When you see BBBBBB, press Start again.

Invincibility: KJTTJK
Unlimited Continues: SJM333
All Weapons: CKWJT4
Possessor 1: FPNFR7
Possessor 2: 9KV3FG
End of Level: GDXK4F

GP

Burai Fighter

These passwords will help you with the NES game *Burai Fighter*.

Eagle Level	Albatross Level	Ace Level
HGKM	GBHL	GDCK
CPFG	MHCB	LMCJ
JJCM	CDMN	CCHL
DKLF	KDPG	HFKF
		BNGN

Wanderers from Ys

At any point during the new SNES game *Wanderers from Ys*, you can bring up the menu by pressing Select. If you then press Select on the second controller, a sound test option appears.

Game Genie

Lewis Galoob Toys provided *Game Players* with these new NES codes for the Game Genie. In *Battletoads*, enter GXEILUSO to make enemies easier to defeat, and enter EYSAUVEI for mega-jumping ability. In *StarTropics*, you can receive infinite energy by entering SZNZGPAX+VZVZLOSV.

Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning— in first-person perspective, with 3D graphics and 360° maneuvering!

WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into!* FaceBall 2000 is a new virtual reality game. You don't just *see* your character, you *are* your character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!

More than four times the fun with the Four Player Adapter!

It pay$ to play together.

Don't miss your chance to get up to $5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

FACEBALL 2000

A whole new way to get into your Game Boy.

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SUPER SECRETS

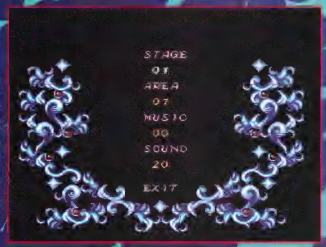
Flying Warriors

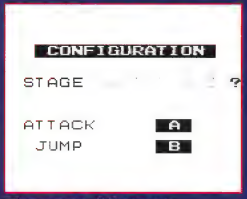
Here are two passwords for the NES game *Flying Warriors*.

Level 2: KTY ZDT SF1
Level 4: JW2 Z44 V48 885

Super Ghouls 'n Ghosts

For a stage select and sound test in *Super Ghouls 'n Ghosts* for the Super Nintendo, go to the options screen and hold down the L, R, and Start buttons on controller 2. Now exit the options screen using controller 1. A stage select and sound test menu appears. Using the stage select, you can even zip right to the final boss!





Teenage Mutant Ninja Turtles — Fall of the Foot Clan

To access the bonus stages in the Game Boy *TMNT*, press A, B, and Select.

S.C.A.T. — Special Cybernetics Attack Team

To skip to stage 2 in the NES game *S.C.A.T.*, press A and B on the second controller, then press A and Start on the first controller.

To begin on stage 3, press A and B on the second controller, then press B and Start on the first controller.

Or to select stage 4, press A and B on the second controller, then press Start and Right on the directional pad of the first controller.

You can also get 99 lives and invincibility in *S.C.A.T.* if you press Start on controller 1 and A, B, and Up on controller 2.

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1992—THE YEAR OF THE GAME!

The first few months of 1992 are clearly showing that this will be the biggest and the best year yet for Nintendo gaming. There's something for every taste, with about 50 new games planned for Super NES, 40 new NES carts (including some excellent next-generation games), and about 30 new Game Boy titles — all in the first half of the year!

Nintendo of America kicked things off at the start of the year with the announcement of the Super Scope 6, a $59.95 shoulder-mounted SNES light gun that comes with six Super Scope games — three *Blastris* action puzzle games and three *Lazerblazer* shooting games, all on one cart. The third Zelda game, *The Legend of Zelda — A Link to the Past*, should be available by the time you read this. *Sim Earth* and *Super Soccer* are also planned for the SNES. And look for new NES and Game Boy puzzle games featuring "Yoshi," Super Mario's pal from *Super Mario World*.

The Super Scope 6 infra-red rifle for the Super NES comes with six games on one cartridge.

Three Blastris *action puzzle games and three* Lazerblazer *shooting games come with the Super Scope, all on one cartridge.*

In other videogame news:

• A new color Game Boy portable system has been privately shown to selected game developers and retailers by Nintendo. The early word is that the system *will* be compatible with existing Game Boy cartridges.

• **Sega of America**, now with close to 30 Genesis software publishers, is expecting to have more than 50 new Genesis games debuting in the first half of 1992. New Genesis software publishers include **Acclaim** with its Flying Edge line of games and its purchase of United Kingdom game company **Mirrorsoft** and Mirrorsoft's U.S. subsidiary, **Arena**. Other Nintendo licensees now producing Genesis and/or Sega Game Gear titles include **Absolute**, **Data East**, **GameTek**, **MicroProse**, **Namco Hometek**, **The Software Toolworks (Mindscape)**, **Sunsoft**, **Taito**, **Vic Tokai**, and others.

• **NEC Technologies** has formed a joint company with **Hudson Soft** of Japan to market the existing NEC Turbografx-16 videogame system. But the bigger news is that the company, called **Turbo Technologies**, will market a bigger and better CD-ROM videogame system (faster, with four times the memory capacity!) that was introduced in Japan last September as the PC Engine DUO. No U.S. name was selected at press time.

• **Atari Corporation** announced that the one-millionth game cartridge has been sold for the Atari Lynx color portable game system. There are now more than 40 game carts available for Lynx. Atari expects to have 75 games available by the end of 1992 and another million carts sold.

Here's a roundup of many of the Nintendo-compatible games we'll be seeing on store shelves now and in the next several months. (Some release dates may change.):

ABSOLUTE: Absolute's first SNES title is *Super Battletank: War in the Gulf*, which should now be on store shelves. Another Super NES title will be *David Crane's Amazing Tennis*, a fast-action tennis game that should be available by mid-year. New for the NES is *Race America*, a cross-country car racing game. And for the Game Boy, watch for the aerial combat cart, *Turn and Burn*, as well as *Battletank II*.

Super Battletank from Absolute features lots of action and great graphics for the SNES.

ACCLAIM: There will be plenty of action at Acclaim this spring, with new Super NES versions of *Super Smash TV* and *The Simpsons: Bart's Nightmare*. New and upcoming NES games include *Wizards & Warriors III*; *Krusty's Funhouse*, based on the crazy clown in *The Simpsons* television program (an SNES version later); *George Foreman's Knockout Boxing*; and *Ferrari Grand Prix*. There will be Game Boy versions of both the George Foreman and Ferrari games. Acclaim also has announced that it has the videogame license to tie in with the *Alien 3* movie scheduled to open Memorial Day weekend.

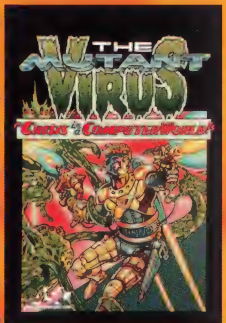
Under Acclaim's LJN line of Nintendo games, there are several very hot sports games and comic book character carts coming: Watch for Super NES versions of *WWF Super Wrestlemania*, *The Amazing Spider-man & Uncanny X-Men: Arcade's Revenge*, *Roger Clemens' MVP Baseball*, and *NBA Super All-Star Challenge*. For the NES, *Thrilla's Surfari*, a second "Town and Country Designs" game title, should be available soon. And on the Game Boy, watch for *The Amazing Spider-man 2*, a new adventure, this spring (with *Terminator 2: Judgment Day* and *Beetlejuice* on store shelves by now).

ACCOLADE: In addition to the classic *Asteroids* and *Missile Command* Game Boy carts from Accolade released in February, watch for an NES version of the popular *Turrican* action/adventure game this year.

ACTIVISION: Later this year, look for hard-hitting action for the Super NES in Activision's *Heavyweight Championship Boxing* and *Mech Warrior*. Also, joining such NES titles as *Sword Master* and *Die Hard*, look for *Ultimate Air Combat* soon.

AMERICAN SAMMY: Hot on the heels of the Super NES *Wanderers From Ys* adventure game will be such SNES titles from American Sammy as *Ultimate Football*, *Battle Blade* and *Might & Magic II*. Also look for the NES adventure games, *Might & Magic: Secret of the Inner Sanctum* and *Magic Candle World*. *Ninja Taro* is a Game Boy adventure to look for.

AMERICAN SOFTWORKS: For the Super NES, American Softworks will be debuting the action game, *RAP Attack*, and the fighting game, *Power Punch II*, this year. And, for NES, look for *Power Punch II* and the action/adventure, *The Mutant Virus: Crisis in a Computer World*.



Eradicate computer viruses in American Softworks' new NES adventure.

AMERICAN VIDEO ENTERTAINMENT: Along with its other titles, AVE is publishing *Wally Bear and the "NO! Gang,"* a positively oriented game for youngsters; *Mermaids of Atlantis*; and *Rad Racket Tennis* for NES.

ASCII: The popular *Wizardry* role-playing series gets two new titles this year, *Wizardry V* for the SNES and *Wizardry II* for the 8-bit Nintendo. Also, look for the adventure, *Doomsayer: A Hero's Crusade* for Game Boy.

1992—THE YEAR OF THE GAME!

ASMIK: Asmik is releasing the Super NES action-strategy game, *Xardion*, in April, followed later in the year by a new role-playing game. For the NES, watch for *Jack & the Beanstalk* and the Game Boy cart, *Megalit*.

ATLUS: In April *Wacky Races*, based on the popular Hanna-Barbera cartoon characters, will hit the shelves, to be followed by *Amazing Tater* for Game Boy and the Super NES game, *Metal Jack*.

BANDAI: New Bandai action games include *Toxic Crusaders* for NES and Game Boy.

BULLET-PROOF SOFTWARE: Following up on the recent Game Boy hit, *FaceBall 2000*, Bullet-Proof will be publishing a terrific Super NES version of the same game. Also watch for an NES version of the popular *Hatris* puzzle game.

CAMERICA: The Quattro Series is a new four-games-in-one-cartridge series for NES, including *Quattro Sports* and *Quattro Adventure*. Also look for the action-adventure games, *The Ultimate Stuntman* and *Bignose the Caveman*.

CAPCOM: One of the hottest arcade hits, *Street Fighter 2*, will be coming from Capcom for Super NES later this year, along with another SNES title, *Magic Sword*. In the meantime, watch for *Mega Man 2* and *The Little Mermaid* for Game Boy. Premiering for NES are *G.I. Joe: The Atlantis Factor*, *Darkwing Duck*, and the Olympic action game *Barcelona '92*, among other titles.

The popular **Street Fighter 2** *arcade game will come to the Super NES later this year from Capcom.*

CULTURE BRAIN: New Super NES titles will be *Super Fighting Simulator* and *Super Ninja World*, with *Fighting Simulator* versions for both NES and Game Boy.

DATA EAST: Data East is introducing *Ultrabots Sanction: Earth* for Super NES, which features new sound driver technology developed by Novalogic. There will also be a conversion of the arcade game, *Captain America and the Avengers* for the SNES. NES titles include the *Joe & Mac* action game and *Captain America and the Avengers*. *Nail N' Scale* is a new title for the Game Boy system.

Nail N' Scale *is a new puzzle game from Data East for the Game Boy.*

ELECTRO BRAIN: *Raiden* and *Metal Masters* are two new Super NES titles, while *High Stakes* is a new Game Boy game. New NES games include *Ghoul School* and *Stanley and the Search for Dr. Livingston*. Also coming will be *Kick Boxing* and a movie tie-in with *Future Zone*, both for Super NES.

ELECTRONIC ARTS: The new EASN (Electronic Arts Sports Network) kicks off such Super NES titles as *PGA Tour Golf* and *Bulls vs. Lakers and the NBA Finals* to join the already released *John Madden Football*.

ENIX: Enix's *Dragon Warrior III* for NES continues the very popular *Dragon Warrior* adventure series. And watch for the Super NES game, *Soul Blader* in the future.

There's plenty of NBA action with your favorite stars in Electronic Arts' **Bulls vs. Lakers** *for the Super NES.*

FCI: New releases include *Ultima: The False Prophet* role-playing game for the Super NES and *AD&D Dragon Strike* for NES. Also look for *Ultima: Warriors of Destiny*, *AD&D Pool of Radiance*, and *AD&D Hillsfar* for NES; and *Boxxle II* and *Ultima Runes of Virtue* for Game Boy.

FCI brings the popular **Ultima** *series to the Super NES with* **The False Prophet**.

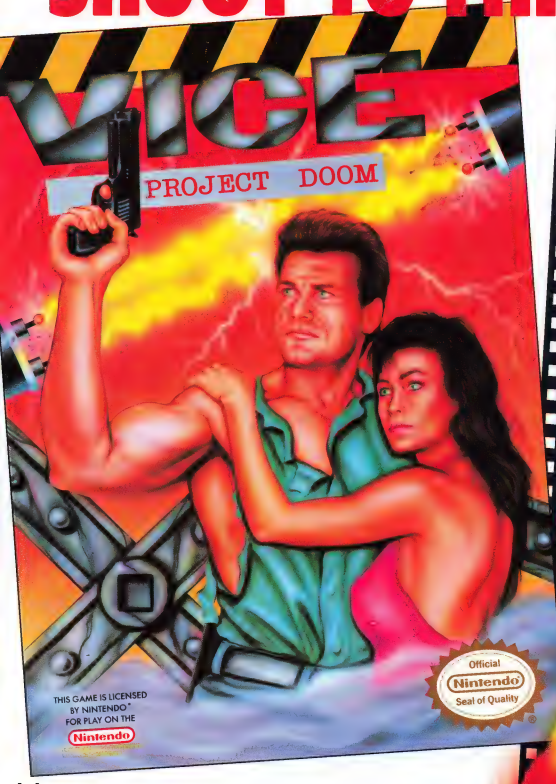
FABTEK: The new Work Boy from Fabtek is a keyboard attachment for Game Boy that will come with a variety of productivity software.

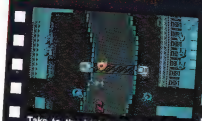
The new Work Boy from Fabtek comes with its own keyboard and productivity software.

GALOOB TOYS: New Game Genie codes for recently released NES games will continue to be made available from Galoob. Look for a Super NES Game Genie in the future, and the arrival of NES Game Genie in Europe this year.

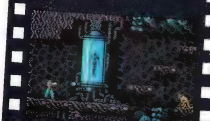
GAMETEK: *American Gladiators* and *Wheel of Fortune* are the first two Super NES titles from GameTek. Game Boy titles will include the light-hearted *Humans* Stone Age action game as well as new Japanese/English and German/English translators for

SHOOT TO THRILL!



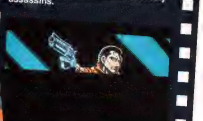


Take to the highway in your Super-Charged Street Machine!



Blast, whip, and bomb your way in to action!

You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.



A storyline to keep you plastered to the action.

Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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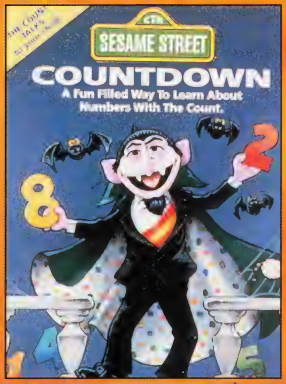
1992— THE YEAR OF THE GAME!

the GameTek InfoGenius line of productivity paks. For the NES, watch for *Wheel of Fortune— Vanna White* and *Fire House Rescue*.

HAL AMERICA: New NES titles from HAL America include the *NCAA Basketball* action game and the role-playing game, *Arcana*. *Daydreamin' Davey* is being released for NES this spring, and the JB King joystick for Super NES is also new.

HI TECH EXPRESSIONS: *Sesame Street Countdown* is the newest young learning NES title from Hi Tech. SNES and Game Boy versions of *Tom & Jerry* will be available in a couple of months, and the Game Boy version of *Barbie* is new.



Sesame Street Countdown *continues Hi Tech Expressions' excellent young learning NES series.*

HOT-B: Hot-B continues its series of fishing simulations with *The Blue Marlin* for NES and *The Black Bass Lure Fishing* for Game Boy.

HUDSON SOFT: *Super Adventure Island* and *Bill Laimbeer's Combat Basketball* are Hudson Soft's first two Super NES games. *Felix the Cat* will be premiering on NES in early summer, and a version of *Adventure Island* for Game Boy will also be new.

IGS: The Super NES version of *The Rocketeer* motion picture will be available from IGS.

INTERPLAY: Look for *Out of This World*, a new Super NES title from Interplay, as well as new Game Boy carts, *Track Meet* and the *4-in-1 Funpack*.

IREM: Irem's Super NES lineup include the arcade hit *GunForce* and the new golf game, *The Irem Skins Games*. *Hammerin' Harry* will be available for both NES and Game Boy, and *Kung Fu II* is new for NES.

Straight from the arcades to your Super NES, Gunforce from Irem packs plenty of punch.

JALECO: The *Earth Defense Force* action game and *Goal!*, a soccer game, will be introduced for Super NES. New NES titles from Jaleco will be *Cyberball*, *Rampart*, and *Pizza Panic*. And new Game Boy games will include the ever-popular *Q•bert*.

JVC MUSICAL INDUSTRIES: JVC's first Super NES title will be the *Dungeon Master* adventure game. JVC and Lucasfilm Games are joining together to produce *The Empire Strikes Back* and *Defenders of Dynatron City* for NES.

JVC has released* Defenders of Dynatron City *for the NES.

KEMCO: The Super NES racing game, *Top Gear*, will debut in April. For Game Boy, Kemco will publish Mad Magazine's "Spy vs. Spy" characters in their latest adventure, *Trick and Trap*. And, for NES, look for the RPG *White Lion* and the action mystery *Lost in Las Vegas*.

KOEI: A Super NES version of the strategy game *Romance of the Three Kingdoms II* will be published by Koei, and the fantasy RPG *Gemfire* will be available for both Super NES and NES.

KONAMI/ULTRA: New Super NES titles being released include *Teenage Mutant Ninja Turtles IV*, *Contra III: The Alien Wars*, and *The Legend of the Mystical Ninja*. The new NES game releases include *Bucky O'Hare*, *Contra Force*, *Monster in My Pocket*, *Teenage Mutant Ninja Turtles III — The Manhattan Project*, *Kings Quest V*, *Star Trek*, and *Nightshade*. And a strong Game Boy lineup will continue with such new carts as *Double Dribble 5 on 5*, *Gradius — The Interstellar Assault*, *Top Gun — Guts & Glory*, *Tiny Toon Adventures — Babs' Big Break*, *Star Trek*, and *Ultra Golf*.

Konami's new* Gradius *is a fast-action shooter from Konami for Game Boy.

MATCHBOX TOYS: NES action-adventure titles being released are *MotorCity Patrol*, *Matchbox Racers*, and *Noah's Ark*. The new puzzle game, *Pyramids of Ra*, for Game Boy, will also be available.

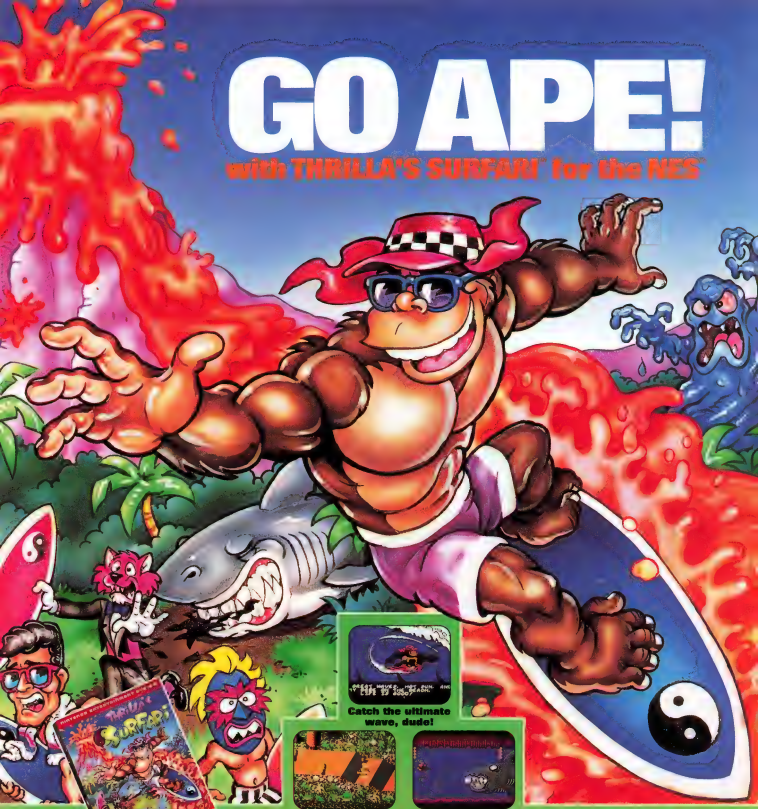
MICROPROSE: Later this year look for *F-117A Stealth Fighter* for the NES and *Super Strike Eagle* for the Super NES.

MILTON BRADLEY: Among Milton Bradley's newest games are *Super Scrabble* for the Game Boy and *Captain Sky Hawk* for the NES.

MINDSCAPE: (See Software Toolworks.)

GO APE!

with THRILLA'S SURFARI™ for the NES®



Whoa, Thrilla Gorilla! Bag your boards for the raddest surf and skate action ever!

The evil Wazula has taken your babe to Africa. Skip the curbs and quarter-pipes; gnarly jungles and bakin' deserts are the ultimate skate challenge...ever aerial over a crocodile? Killer volcanoes and mammoth waterfalls mean surfin' more hardcore than Maui!

The excitement rips, but Wazula's two-headed flying Rhino and a way-tough Lava Monster demand serious shreddin'! So carve, slash, and trash Wazula with THRILLA'S SURFARI for the NES™...before he makes a monkey out of you!

LJN

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1992—THE YEAR OF THE GAME!

NTVIC: *Crazy Land*, a non-violent children's adventure, will be the newest NES title from NTVIC.

NTVIC is bringing Crazy Land, *a children's adventure, to the NES.*

NAMCO: Namco is going to release *Wings 2—Aces High*, a World War I aerial combat game for Super NES, as its next Nintendo product.

Namco's Wings 2—Aces high *promises to bring World War I aerial combat to the SNES.*

NATSUME: *Spanky's Quest* for Super NES and Game Boy will be released soon by Natsume.

OCEAN: New Super NES titles will include *The Addams Family*, *RoboCop 3*, *Radio Flyer*, *F-29 Retaliator*, and *Push Over*. *Darkman* and *Super Hunchback* will be among the new Game Boy games available. And new NES titles include versions of *The Addams Family* and *RoboCop 3*.

PARKER BROTHERS: The Super NES versions of *Monopoly* and *Clue* will be released. And look for a Game Boy version of the popular puzzle game, *Boggle*.

ROMSTAR: *Nolan Ryan's Baseball* will be the latest Super NES sports title to be released, and *Baseball Stars II* is a sports sequel for the NES.

SEIKA: Among Seika's newest games will be the suspense adventure, *Uninvited II* for the NES and, for the Game Boy, *The Sword of Hope II*. Also in the wings are the fast-paced shooters, *Terraforming* and *Thunder Spirits* for the Super NES.

SETA: Look for *Nosferatu* and *F-1 Race of Champions* for the Super NES this year, *Bio Force Ape* and *Vegas* for the NES, and *Virus Hunter* for Game Boy.

SOFEL: Look for *Casino Kid II* from Sofel, as well as *Happily Ever After*, starring Snow White, both for the NES.

THE SOFTWARE TOOLWORKS: *World League Soccer* will be the next Super NES release, under the Mindscape label, with *Paperboy 2* for the NES and Game Boy, and *Days of Thunder* and *Marble Madness* for Game Boy. Late this year, look for the Super NES version of *Wing Commander*, the very popular PC action adventure.

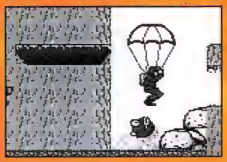
SONY IMAGESOFT: A Super NES version of *Hook* is in the works, as are SNES titles *Extra Innings*, *Smart Ball*, and *Equinox* (an SNES version of *Solstice*). Also, Game Boy versions of *Hudson Hawk* and *Hook* are also being released.

SQUARE SOFT: Following on the heels of the very popular *Final Fantasy II* for SNES, Square Soft is releasing *The Final Fantasy Adventure* and *Final Fantasy Legend II* for Game Boy.

SUNSOFT: *Lemmings* is the first Super NES title from Sunsoft, with *Super Spy Hunter* for NES and *Blaster Master Boy* and *Batman: Return of the Joker* for Game Boy also being released. Also, a little later look for a number of upcoming SNES Sunsoft titles, including *Batman*, *Blaster Master*, *Superman*, *Road Runner*, and others.

T&E SOFT OF AMERICA: *True Golf Classics: Pebble Beach Golf Links* for the Super NES is new from T&E Soft.

THQ: Among a number of new games from THQ will be *Pit Fighter* and *Rap City* for the Super NES. For NES, watch for *Attack of the Killer Tomatoes*, *The Flash*, and *Swamp Thing*. And, for Game Boy, new carts will include versions of *Attack of the Killer Tomatoes*, *The Flash*, *Pit Fighter*, and *Swamp Thing*, as well as *Bo Jackson Cross Training*.



THQ has a host of new titles coming, including Attack of the Killer Tomatoes *for Game Boy.*

TAITO: *Super Soccer Champ* will be the next Super NES title from Taito. *The Adventures of Star Saver* and *Knight Quest* for Game Boy will be new action-adventure carts. And new NES games include *Little Samson*, *Time Zone*, and *Panic Restaurant*. And later this year, watch for an SNES version of *The Jetsons*!

TECMO: *Tecmo World Wrestling* and *Bad News Baseball* are among the newest NES games from Tecmo.

TOHO: For the Super NES, watch for *Space Megaforce*, and for the NES, *Godzilla 2* will be among the new game titles.

TRADEWEST: *Jack Nicklaus Golf* is the newest Super NES game from Tradewest, with a version for Game Boy as well. Also, look for a Game Boy version of *Super Off Road* and the NES game, *Danny Sullivan's Indy Heat*.

TRIFFIX: New Super NES titles from Triffix will be *Dream T.V.* and *Football 2000*.

VIC TOKAI: The NES action adventures *Secret Ties* and *Shogun Maeda* are new from Vic Tokai. And watch for the Super NES RPG *Lost Mission*, and the Super NES action game, *Imperium*.

Virgin is bringing Golf Power *to the NES.*

VIRGIN GAMES: For the NES, Virgin is releasing *M.C. Kids*, an NES game that uses the McDonalds restaurant characters. Also for NES, look for *Golf Power*. Later in the year, Virgin will release *Magic Johnson Basketball* and *Spot II* for the Super NES.

Can't talk long, I'm playing M.C.Kids™

Way wildest game ever. I should know. I, me, Darren Bartlett invented it.

"THAT'S M.C as in MAJOR COOL

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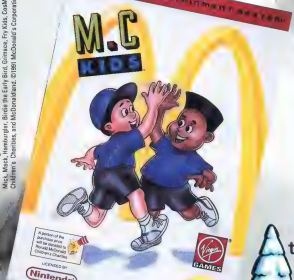
Mondo CRAZY.



As in the M.C. Kids™ - Mick and Mack. Two cool dudes I mind-warped into McDonaldland®, who turn the whole place upside down.....

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GOT IT? GET IT. PLAY IT. THAT'S IT. I'M OUT OF HERE.

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Super NES
Nintendo
of America

ZELDA II

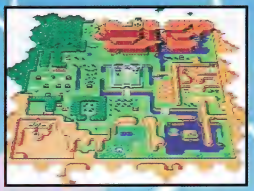
SNEAK PREVIEW

CHRIS SLATE

Aside from the *Super Mario Bros.* series, *The Legend of Zelda* and its sequel are the most popular NES games ever. This comes as no surprise, since both titles were created by the same gaming genius, Sigeru Miyamoto of Nintendo. Both games also share another trait — if you see one of their names on a box, you know you're going to find a great game inside.

Unfortunately, while *Mario* adventures are produced fairly regularly, the lag time between the *Zelda* games seems to get longer and longer. *Zelda II: The Adventure of Link* was delayed for more than a year before it was finally released in December 1988, and it took the release of the Super NES to prompt the release of a third game. But if there's a positive side to all this waiting, it's that *The Legend of Zelda — A Link to the Past* is worth the wait.

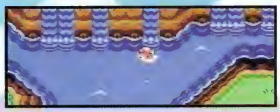
Here's a peek at some of the more remarkable areas of *Zelda III*, using the Japanese version as a guide (so don't be surprised if some things look slightly different in the North American adventure). In the months to come, you can expect in-depth coverage from the Overworld to the Underworld and back again. But for now, sit back and enjoy *Zelda III* while you can — the long wait for the next *Zelda* starts now.



The Overworld

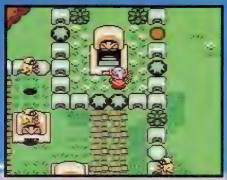
The game begins at Link's house. You can always find extra energy here.

It seems that this witch does nothing but mix potions. She'll make one for you if you give her the secret ingredient.



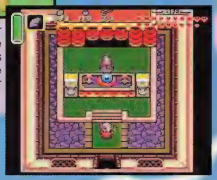
Unlike the first two *Zelda* adventures, Link now swims, which enables him to cover much more land. Be sure to check out those waterfalls!

Fairies are hidden all over the land. They replenish your energy an unlimited number of times.

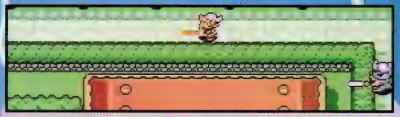


This tombstone conceals a hidden stairway, but how can Link reach it? It appears to be blocked....

At the beginning of the game, Link is strong enough to lift only small rocks. But a few magic items later, he's tossing boulders around as if they were pillows!



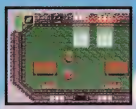
The fortuneteller keeps you on the right track. His advice can be very helpful—but it isn't free.



The Pegasus Boots give Link a super boost of speed. Now he can charge at his opponents or shake things out of trees.

Hold down the B button on your controller to power-up Link's sword, enabling him to perform a spinning-attack.

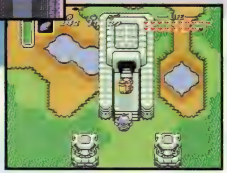
When you find the flute, take it to the center of town and play it. You'll make a powerful new friend.

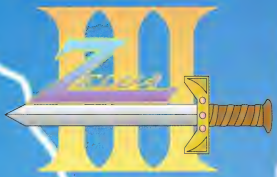


The townspeople know a lot about the state of affairs. Talk with each and every one of them to complete your quest.

There's a dam located a few screens to the south of Link's house. Go inside the dam and pull on the right-hand lever to dry up the lake — you find something very special at the bottom.

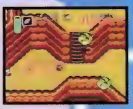
Look for a book somewhere to the south of the town. Link can use it to decipher the ancient script that moves statues.





The Mist Forest holds the Master Sword. Avoid the decoys and use the ancient book to release it from the stone.

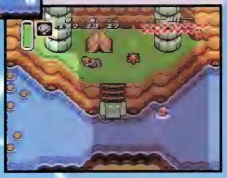
Death Mountain is more dangerous than ever! Falling boulders and steep cliffs threaten to end Link's quest.



Look for transporters hidden all over the Overworld. They give you a quick trip to the Underworld.

If you use the Magic Mirror to warp back to the Overworld, you can reach places that you couldn't before — and you usually find new items as well.

Use the hammer to knock these poles out of your way.



This is but one of the three ancient magic spells. Finding them is very difficult. Two are hidden in stones, while the third belongs to a fish.

You can dig for treasure in this old man's backyard — for a fee.

Shops are easy to find, since they're scattered almost everywhere. Here you can buy bombs, life potions, life hearts, and many other useful items.

There are many new bonus games in *Zelda III*. In one of them, Link must shoot at targets to double his money.

What's going on?! Some trees hurl bombs at you when you charge into them.

TERMINATOR 2 JUDGMENT DAY

ON NES® & GAME BOY®

T-800 DATA FILE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

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Red line young John Conner to safety!

Lend a hand to the Resistance—destroy the terminator endoskeleton.

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Can you take the heat? Blast-oy the T-1000!

Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®. "Hasta la vista, Baby!"

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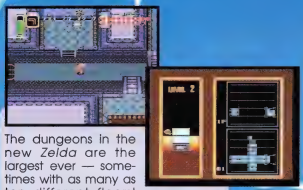


The dungeons in the new *Zelda* are the largest ever — sometimes with as many as ten different floors! Fortunately, a new and improved map screen helps you keep track of it all.

The Underworld

Cracks in the walls almost always mark hidden passages. Use bombs to open them up.

The first gem is hidden deep within this maze of weeds. Look for secret passages to reach the dungeon, and keep an eye out for an old man's house — you can find the Pegasus Boots there.

Use the net to capture bees or fairies that may come in handy later in the game.

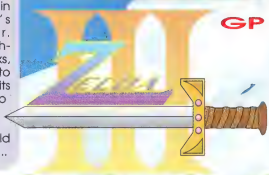
There's no telling what's skimming around under the water in the swampland. Head straight for the labyrinth, then go straight back out.

Link finds this magic cape in the Underworld. He's completely invisible as long as he's wearing it.

Here's the inventory screen of a fully powered-up Link. There's only one thing's missing — but that's for you to figure out.

After a climactic battle with the evil priest, Link is shocked to meet an awesome new foe — Gannon! He quickly escapes, but with damage like this, his trail shouldn't be hard to follow.

The toughest battle yet awaits Link in Gannon's cham-ber. Link's arch-enemy knows many new tricks, each of which you must learn to repel. When the fight reaches its climax, Link must put an end to Gannon's evil for good by using a special weapon — but which one? If only he could ask his future great grandson....



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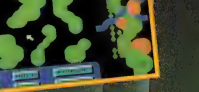
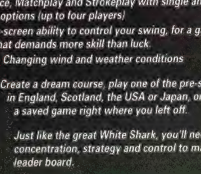
- On-screen ability to control your swing, for a game that demands more skill than luck
- Changing wind and weather conditions

Create a dream course, play one of the pre-set courses in England, Scotland, the USA or Japan, or rejoin a saved game right where you left off.

Just like the great White Shark, you'll need total concentration, strategy and control to make the leader board.





COMING SPRING 1992!

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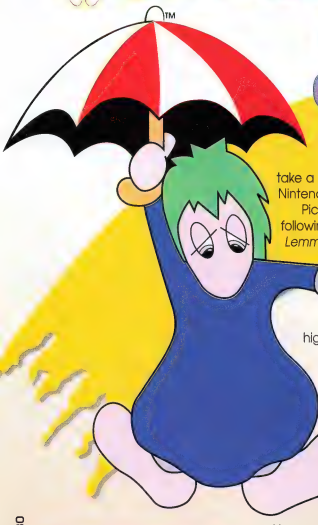
Lemmings™



SAVED FROM A CERTAIN DEATH

Patrick Baggatta

If it's in your nature to protect the innocent or guide the brainless, take a stab at *Lemmings*, Sunsoft's new strategy game for the Super Nintendo.

Picture dozens of small people with microscopic brains, all mindlessly following a single leader — who often as not, steers them to their deaths. In *Lemmings*, it's *your* responsibility to save the Lemming people from the many dangers that surround them. In each of more than 100 levels, you guide a line of Lemmings across ravines, up ladders, and through passages until they reach safety. You can lose a few Lemmings along the way, but if anything catastrophic befalls an unacceptably high percent of your Lemmings, you must try again.

To help you save the Lemmings, you can bestow special skills on the Lemmings. For example, you can turn a Lemming into a builder who can construct bridges; a floater who can use an umbrella like a parachute to survive a long fall; a climber who can scale walls; a blocker who keeps the other Lemmings from stumbling into danger; or a digger who tunnels through obstacles.

Lemmings was first a popular computer game, and the Super NES version is consistent with the original game. If you're unfamiliar with the computer game, however, you will discover that *Lemmings* is totally original — it's unlike any other game you've played. Both clever puzzle-solving and quick decision-making are needed to rescue the Lemmings from the certain death that surrounds them. But once you've taken some time to learn what these creatures can do, you'll be saving Lemmings in no time. This unique game is sure to pick up legions of fans.

SUPER NES
SUNSOFT

Use the first level to see how the game works.

Make effective use of your blockers in this level.

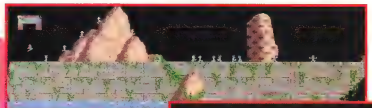
Although Lemmings are capable of falling long distances, too great a drop kills them.

Sunsoft, 11165 Knott Avenue, Cypress, CA 90630

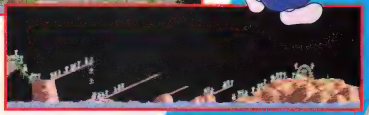
Find ways to avoid traps such as the giant stamper that threatens the Lemmings in this level.

Here's an idea of how to conquer this level — although there may be other ways to lead the Lemmings to the exit.

This one looks tricky, but remember that diggers can withstand a greater fall than walkers.



You may want to set up blockers here and let just a couple of Lemmings lay the path for the rest of the crowd.



Since you have to dig so close to these traps, you may want a couple of Lemmings to dig in one area to assure that no overanxious Lemmings march to their death.

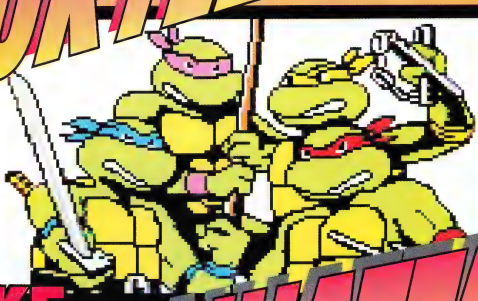
If there's a fall that's too great for a Lemming to withstand, try floating one down, then turn him into a builder to save the rest.

Objectives are easy to see, but methods are tricky.

GP

TURTLES TAKE MANHATTAN

NES
KONAMI



The Turtles and Their Special Moves

JONATHAN GAGNON

All those dudes and dudettes that can't get enough of those crazy, pizza-loving reptiles are in for a treat. Donatello, Leonardo, Michelangelo and Raphael have been relaxing in Florida. But their vacation's about to be cut short.

Crime waits for no turtle, and the TMNT gang was watching TV when they saw Shredder interrupt April's newscast with a personal message for our heroes in a half shell: He's not only kidnapping April, but he's also stealing a little piece of land — Manhattan!

In Tecmo's *Mutant Ninja Turtles III — The Manhattan Project*, the foursome must keep Shredder from taking a bite out of the Big Apple. There's nothing particularly new in this NES adventure, but the action is reliable. The turtles must rescue April (again) and fight a lot of familiar foes. In fact, the screens and enemies can be repetitive. But the watersports are new, and the overall playability is stronger than in the last game. Action fans should be satisfied, and turtle-lovers will be happy with *The Manhattan Project*.

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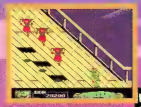
The turtles deserve a vacation after all the Shredder-hunting done in their previous games.

But wait! Shredder is up to his old tricks — and this time he has taken over the city of Manhattan as well as kidnapped April.

Some of these Foot Soldiers carry throwing stars. Stay out of the line of fire. Then move in for the kill when [illegible] throwing them.

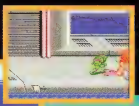


Move cautiously here — there could be several Foot Soldiers [illegible]

Here's some turtle advice: When you're down to one bar on your life meter, start using your special move. It's more powerful than regular maneuvers, and your meter won't decrease when you use it.

Surf's up, dude! If you stand against the edge of the screen while swinging your weapon, the Foot Soldier should move right into it.

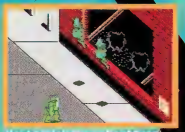
Position yourself in the left corner to avoid the gunfire and to lure the Foot Soldier into your sword.



GroundChuck tries to head-butt the turtles. To defeat him, first hop over him when he charges. When he's stuck in the side of the screen, that's your cue to swing at his back. You can also hit him in the back when he swings pipe.

Stand in one place here and keep swinging your weapon. The metal warrior walks right into the blade.

When you see the grenades coming from this truck, start walking to the left — the grenades will fall behind you.



You'd think these Foot Soldiers could use a duck.

To defeat BeBop, wait until he throws his ball and chain, then move behind him and whack his back. Quickly move away to avoid his kick. The easiest way to defeat him is to put yourself against the truck when Bebop's in front of you, then keep repeating your special move. He won't even be able to touch you.

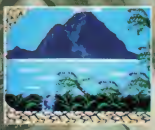
When Birdbog hops out of his railroad car, he tries to hit you with a beam from his head. He also uses his pick to puncture your turtle shell. Wait until his pick is stuck, then come from behind and slaughter him.

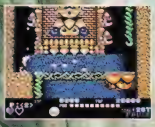
Cruise Through Seven Chaotic Levels

The Shoes! You Gotta Get the Shoes!

Be Careful! It's a Jungle Out There!

Master the Moves of a Magical Monkey!





The Arcade Hit!

Toki

Rumble in the Jungle!

What are you looking at? I suppose you've never seen a fire breathing ape before, aye? Well to tell you the truth, neither had I, until that dirty rat Vookimedlo turned me into one. All right! All right! I'll tell you who Vookimedlo is and why he did this to me.

Vookimedlo is an evil sorcerer who's had his eye on my girl for some time now and I can't say I blame him for that. But he's nothin' but bad news and, needless to say, my worst enemy! So, he and his big buddy, Bashtar the invisible giant, ganged-up on me and kidnapped my girl Miho. Vookimedlo zapped me and turned me into a little, helpless monkey. Fortunately, the Spirit of the Jungle doesn't like those two scoundrels either, and gave me the ability to blow fireballs. Otherwise, I'd just be a little snack for his crazy creatures.

Well, I'd better get movin'. I've got plenty of running, climbing, swimming, shooting, and jumping to do. Hopefully I can find my sneakers and get some serious air! If not, there will be plenty of goodies along the way I can use. Enough chit-chat already! If you're comin' along, you'd better be ready for a wild jaunt in the jungle. Hurry-up! I've gotta get out of this monkey suit!

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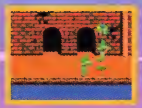
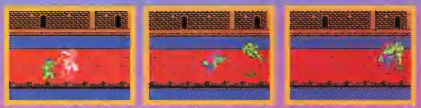


Hey — anybody up for a little electrical knock? If not, just leap over the electrical beam

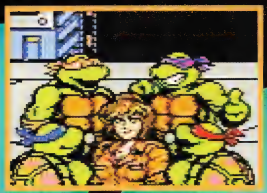


There's nothing like fighting a formal reptile. Although you can hit Leatherhead, then quickly move to avoid his tail, your *best* move is to keep your distance, charge, continue to jump-kick so that

There's a pattern to the electrical beams: one low and one high. Jump the low one and walk under the high one — even while you're fighting a Foot Soldier!

Rahzer tries to freeze you into a turtle popsicle. Lead him into the corner and jump on him. Watch out for the crystals he blows and keep hitting.

April's free at last — at least, she is if you can defeat Shredder. An easy way to destroy him is to position yourself one step below him while he's against the wall, then hit him with your special move. When he leaps around the room, just move out of the way and position him against the wall again. Keep it up until he's splattered.



With April in safe hands, concentrate on wringing Shredder's neck.

These Foot Soldiers try to flatten you, so knock them all of their platforms with jump-kicks before you start fighting them.

Shredder's getting away, but he'll have to fight the turtles *sometime*.

Make sure the turtles don't get too close to the electric sign, or else you've got fried green turtles

To defeat Krang, the best thing to use is your special weapon — especially when he starts to spit out bombs from his stomach. When he spits, watch out for his top half, which tries to flatten you with the hammer.

Here's Shredder again. But wait — this is super Shredder! When he stops to shoot lightning, hit him with your special weapon to take him out quickly.

Let's get out of here — this place is going to explode!

Cowabunga, dude! You've done it! Now it's time for some pizza.

GP

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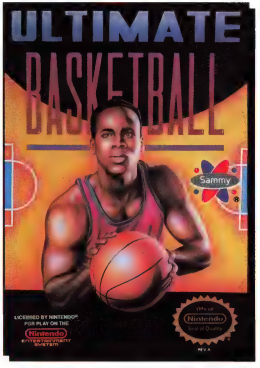

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Anytime you see this much unsupported floor, you can be pretty sure it will collapse if you try to walk on it.

You meet the first of Jaffar's guards at the end of level 1. Study his style carefully — most of the guards on the next few levels use the same techniques as he.

Look for these two bottles of potion on the second level, just after you finish a swordfight. The first bottle you find contains a healing potion which restores your life meter — but the second one contains poison.

Stephen Poole

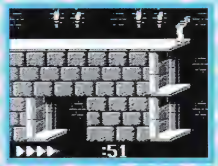
When this game first appeared for personal computers almost two years ago, players and critics alike praised its smooth animation and elaborate puzzles. Now *Prince of Persia* has come to the Game Boy, and the good news is that the only differences between the two versions is color.

The game is set in ancient Persia. Jaffar, the evil Grand Vizier, has seized power while the sultan is away fighting a war. Jaffar has given the sultan's daughter a horrible choice: She must either marry him or die.

But the sultan's daughter is really in love with you, an adventurer from a foreign land, and for this Jaffar has tossed you into the dungeons of the sultan's castle. When the game begins, the sultan's daughter has one hour to give her answer to Jaffar's ultimatum — and that's how long you have to escape your dungeon cell, fight your way to the top of the castle, and rescue her.

Although you begin your quest unarmed, you soon find a sword to use in the duels with

To avoid landing beside the guard and being immediately skewered, don't jump from the edge of the cliff. Go back one step before making your leap.



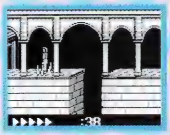
Sometimes you must make a leap of faith if you hope to make any further progress. Here in level 3, you must jump into blackness to find a tile which opens a critical door.

This is a *long* jump. Get a good running start, and don't leap until you reach the last section of floor — even though it gives way under your feet.

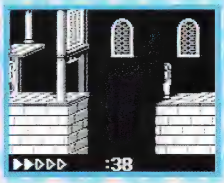
You can't kill this ghost swordsman. Be patient and make sure you block his blows while you force him off the ledge with your own thrusts.

Sword-fighting becomes even more dangerous when there's an extremely sharp set of blades slamming open and shut behind you. Take the offensive — you're pushed into the blades if you just parry the guard's attacks.

You've stepped on the tile that opens the door to level 5, but it also caused this mirror to appear and block your path. Try the "head on" approach to this problem.



That's not much of a jump, but watch out — a set of spikes is hidden in the floor just past your landing point.



If you pull off this very long jump, the ghostly image at the left (which looks a *lot* like you) closes the door just before you land. Well, there's nowhere else to go here but down....

henchmen Jaffar has posted throughout the castle. At first you may have a little trouble making the right moves in the swordfighting scenes, but once you master the basics, you shouldn't have too much trouble with sentries — until you reach the top of the castle, where Jaffar's most skilled guards await you.

The swordfights are fun, but *Prince of Persia* is really an elaborate puzzle game. The dungeon is filled with all sorts of traps and devices designed to make your escape almost impossible. Razor-sharp blades snap open and shut in your path, floors collapse beneath your feet, special tiles open and close doors, sections of ceiling fall to reveal new pathways, spikes shoot up from the floor — figuring out how to get past these obstacles and locate the exit to each level is where the real challenge lies.

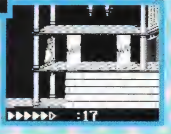
The graphics in *Prince of Persia* are full of nice touches, and the animation is excellent. Your character runs, jumps, and fights like a real person: When he runs into a wall, he steps

These two blades are tricky. Cautiously walk to the first blade, then turn around and take a step back. Tap the pad toward the first blade while it's closed, and you come to a stop in the middle — making it a cinch to get past the second blade.

Without a doubt, this is the most difficult trap in the game. If you can get by here, the rest is downhill.

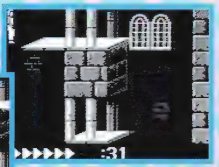
If you walk through this blade at the start of level 9, you step on a tile that closes the door you need to go through. Get a running start instead, then leap through the blade and the door.

You need to have at least two life bullets remaining at the end of level 9 — you lose one when you jump down to the exit.



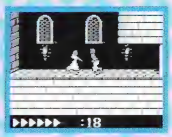
Stay on the left to fight this sentry. If you leap across the hole in the floor, you risk being struck down before you can pull your sword.

After you make this jump in level 12, the only way you can go is to the right. Don't use cautious steps — the floor collapses under you...



...leaving you in this unfortunate position. You might hang in midair for a moment, but you'll fall as soon as you try to start running to solid ground.

Now you're sword-to-sword with your mirror image. Maybe it's time to give peace a chance.



You've done it — escaped your cell, rescued the princess, and saved the land from the wicked Jaffar!

back and shakes his head to regain his senses; when he wins a swordfight, he holds his sword high in the air before sheathing his weapon.

The only gripe some players will have is with the continue feature. Each time you die, you start the level over. If you run into an especially tough challenge near the end of a level — the ghost swordsmen in level 4, for example — you've repeatedly got to cover a lot of conquered ground just to get back to the one troublesome spot.

Also, since the timer doesn't reset when you die, you must load a saved game to avoid wasting time (the princess has only one hour, remember?). For a game this tricky, it would be nice if you got at least one continue from the point at which you died.

Prince of Persia is a great combination of brains and brawn, of arcade skills and problem-solving. It's not for everyone, but players who like it will probably *love* it.

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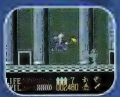
Kuros: Visions of Power™

When Kuros™ last did battle with the evil wizard Malkil™ atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!



Kuros the Knight Warrior wields his mighty Silver Sword in the face of danger.

To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.

Kuros, disguised as a thief, moves secretly through Piedup.

Grotesque creatures of the underworld stand between Kuros and his ultimate battle.

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First things first: the graphics in *E.D.F.: Earth Defense Force* are flat-out sensational. You fly and fight against scrolling, three-dimensional backgrounds of clouds, desolate cities, outer space, and planetary cores. The lighting effects are dramatic, the colors are rich, and the sound effects are thunderous.

But on the other hand, this is a classic if-it-moves-blast-it shooter, with no pretention to an original storyline. A mysterious organization known as AGYMA is plotting the destruction of Earth and has, to further its sinister designs, established six bases throughout the galaxy. As the ace pilot of the Earth Defense Force, you must take command of the advanced XA-1 fighter, blast your way into all six AGYMA strongholds, and destroy the six bosses who control the evil empire.

The bosses are, of course, protected by thousands of warships and mechanized weapons, including some very unusual types such as flying hands that launch fireballs, deadly mechanized bees, flying tanks with wings, and so on. It's worth spending some time in the demo mode to see what's ahead — sections of the demo show you excerpts from five of the game's six stages.

It's easy to tell when you're about to approach a boss because lightning begins to flicker on-screen. Some levels also have a sub-stage boss just to get you warmed up for the big one.

You're protected by shields (from one to three, depending on how you configure the game at the beginning) and by rotating satellite ships that spin around your fighter, deflecting a certain percentage of the incoming fire. Since they're indestructible until your ship explodes, the satellites are particularly valuable. However, although you can use the satellites to ram enemy vehicles, it requires great finesse and lightness of touch to employ them.

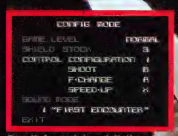
Your XA-1 has access to eight kinds of weapons, but since you can't change weapons in mid-mission, you need to be able to anticipate which weapon will be most effective for the challenges immediately ahead (another reason to study the demo!). As your battle experience increases, so does the firepower of your weapons — a fact clearly reflected in the graphics. Each time you destroy an enemy craft, the power level bar (top center) increases. Each time it fills up, your power jumps one level, even if you're still in the same stage of the game.

When all your shields are blasted, your XA-1 begins to burn and gradually goes into a long, final dive. You have four ships at your disposal, and each time you lose one, you have the choice of continuing with a new ship or starting over.

There are plenty of other shooters on the market with the same basic idea, but none looks more sensational than this one. *E.D.F.* is about as hot and fast as a shooter game gets. Win this one, and you can call yourself Thunder Thumbs.

Galactic Shooting with...

EARTH DEFENSE



Don't forget to visit the Options screen before jumping into the game.

...ing ... in this ... are among the most dangerous enemies in the game. If ten or more are on-screen at once, all you can do is dodge them while using your homing weapon to track them down.

Jaleco; 310 Era Drive; Northbrook, IL 60062

To defeat the sub-boss of stage 1, stay in front of him, threading your ship between his shots. He rotates several times and charges at you when he's seriously damaged — be prepared to evade him.

Stay between the boss's Gatling gun turrets. After you destroy those guns, his outer shell splits, revealing a glowing nucleus — pour your fire into that spot.

Your homing weapon is also valuable in stage 2. The safest place to fly is just above the horizon.

Use the satellite ships against this formidable stage 2 boss, spreading them out so you can hit him with three streams of fire.

Which of the satellite ships, which shoot a pair of arms *before* they start to fire. If you must dodge enemy fire, return to the center line as soon as possible.

In the Deep Blue Cave (stage 3), you're attacked from behind by dragon-like ships. Again, spread your satellite vessels out.

E FORCE

William R. Trotter

EARTH DEFENSE FORCE

The watery stage 3 boss resembles a giant metallic lobster. Once again, let your satellites blast him while you dodge. Make sure he doesn't cut off your maneuvering room.

Stage 4 takes place in outer space. Don't be distracted by the spaceship that slowly scrolls forward from the background.

Let your satellites do the main work on this crablike sub-boss while you concentrate on staying out of his way — especially if you're down to one shield.

Weaponry

VULCAN

The vulcan's shots spread out in a fan-shaped pattern

EXPLODE WEAPON

The explode weapon works more or less like the atomic, except that it can't be detonated by enemy fire.

LASER

The laser concentrates its fire in a narrow beam, but inflicts severe damage at the point of impact.

SEARCH LASER

Search laser blasts home in on the closest enemy ship — this weapon can be very useful in tight spots.

ATOMIC WEAPON

While not effective against lasers, the atomic weapon fires projectiles that explode on impact over a wide area, inflicting damage on ships within its radius.

PHOTONS

Although relatively slow-firing, this is a very potent weapon.

HOMING WEAPON

The homing weapon does just what the name implies. It's possibly the best all-around weapon you can use.

GRENADES

These space mines explode at timed intervals or when touched by the enemy.

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Jeff Lundrigan

Computer Hit Comes to NES

Poor King Graham. While on a peaceful walk in the woods, he was suddenly struck by a vicious wind. The air grew cold, and he rushed back to his home.

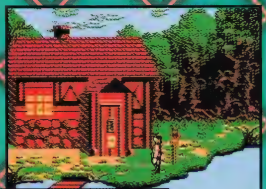
But as he came upon the castle grounds, a terrible sight met his eyes: empty, broken earth where his castle once stood. Where was Castle Daventry? More important, what had become of Queen Valanice and his son and daughter?

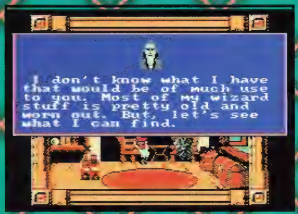
Graham's search for the answer forms the background for *King's Quest V*, the latest in an excellent series of PC games from Sierra On-Line, and the first of the graphic adventures to be released for the NES (by Konami).

This translation is a mild disappointment, however. Although the storyline and action are virtually identical to the PC game, the controls in this version are awkward, and the graphics are cluttered and confusing. Almost everything is mostly rendered in shades of gray and brown, and there's so little attention to detail that it's often hard to tell exactly what's going on.

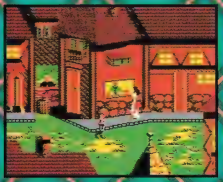
Still, *King's Quest V* is a large game, with lots of interesting puzzles and situations. It's also surprisingly straightforward — with few exceptions, it isn't too tough to figure out what needs to be done in a given situation, which keeps the action light and enjoyable.

The wizard Mordack has a chip on his shoulder the size of Mount Palomar. Why he's so angry isn't clear yet, but whatever the reason, it's bad enough for him to seek revenge on your whole family. Fortunately, there's a witness — a talking owl named Cedric.



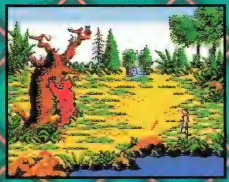

I don't know what I have that would be of much use to you. Most of my wizard stuff is pretty old and worn out. But, let's see what I can find.

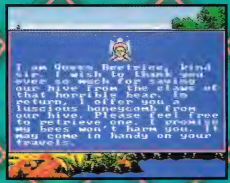
Cedric takes you to see his boss, a good wizard named Crispin. Although he's a little old, Crispin still has some power left, and he presents you with his old wand. He also gives you the power to talk to "all the creatures in nature," a handier skill than you may realize.



Following Cedric's advice, you first stop in town. The town has three shops, each of which stocks an item you need. For now, buying an item is impossible, but there might be a couple of things lying around that you can grab.

You encounter a number of people and animals who need your help in the forest outside town. Be gracious and give as much assistance as you can — it pays off in surprising ways. Even the tiniest of creatures can be a valuable friend.



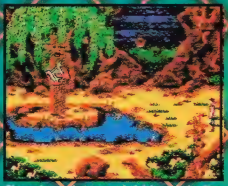

I am queen Bertrine, kind sir. I wish to thank you over so much for saving our hive from the claws of that horrible bear. In return, I offer you a luscious honeycomb from our hive. Please feel free to retrieve one. I promise my bees won't harm you. It may come in handy on your travels.

The desert to the west contains a number of important items, but it's a potentially deadly area. The problem here is thirst — keep track of where the oases are, get a drink of water often, and be sure to explore thoroughly.

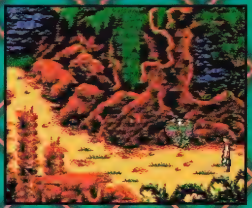
Don't get caught hanging around the temple — the desert nomads aren't kind to strangers. Find a place to hide and you learn something quite interesting. Then follow the horseman back to his camp and the secret of the temple soon will be yours.

Unfortunately, this spell doesn't last long. You have time enough to grab only a couple of nearby items before the doors seal themselves forever.

The temple isn't the only prison in which you might find yourself. However, the basement of the inn contains an important item, and another small friend helps you get out because you previously saved his life.



There's a strange sight back in the forest — a weeping willow that really weeps! She needs your help, too, and she holds an item that saves your life more than once.



The witch responsible for the willow's plight lives in the deepest part of the forest, and she'd love to put a hex on you. Guard yourself with the gypsy's amulet so her spells can't touch you.

Dispense with the witch, then search her house for three important items, including the key that unlocks the willow's heart.

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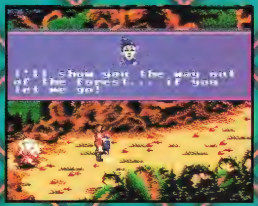
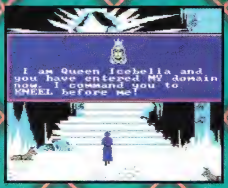
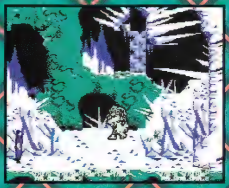
Peering curiously at him through the heavy foliage of the dark forest, Graham notices several pairs of bright, blinking eyes.



Now your only problem is getting out of the forest. These bright eyes belong to the forest elves, and you should know two things. One, elves love gems of all kinds, and two, the old saying about catching more flies with honey than vinegar also applies to pixies.

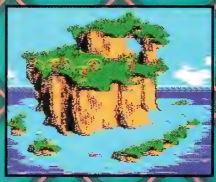


The mountains lie beyond the forest, and the chilly witch Icebella lives in this region of ice. Those are wolves not donkeys, and they'll have you for breakfast if you can't think of something — fast.



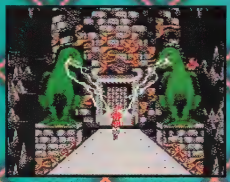
Icebella sends you to defeat the neighborhood Yeti. Beating him is a real joke, but be sure to grab some shards of crystal before leaving his cave.

Unfortunately, Icebella and the Yeti aren't the only dangerous creatures in the mountains. Fortunately, you have friends who fly to your aid in the nick of time.

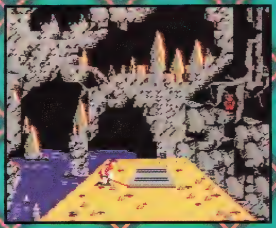


The eagle drops you on the beach near the foot of the mountains. Sail across the ocean until you find this mysterious island, home to the vicious (and hungry) harpies. Once again, music has charms to soothe the savage beast — why do you think they call them "harpies?"

When you return to the beach you should be able to help the deaf hermit. He sends you on the next leg on your journey — straight to the island of Mordack.



Castle Mordack is guarded by twin dragon statues that can instantly fry you with bolts from their eyes. Reflect on the problem until you see the solution.

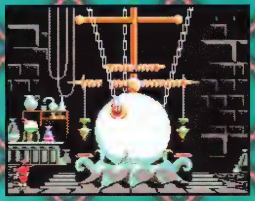


It's not a good idea to go in the front door (even if you could), so enter the castle through an underground maze. This section is nearly impossible to map, so just wander around until you find the two things you need: the exit and a hairpin to pick the lock.

The door leads through the castle pantry and into the kitchen. It may not look like much, but you should still search every corner.

The castle also has a dungeon. Just like the basement of the inn, there's a valuable item here, so you can't avoid getting thrown down here — but only once. You're set free if you've made a friend.

Further in the castle is Mordack's library, complete with a spellbook. The symbols, illegible though they may be, are (clockwise from upper left) a mongoose, a rabbit, a tiger, and a rain cloud. If you wait in the library, you might catch Mordack napping.



What sort of an infernal machine is this? Well, think of it as an glorified recharging unit.

In the final battle with Mordack, you must use his own magic against him. Be sure to save the game just before it starts — it may take more than one try before you figure out the right spells to use.

Extra Innings

Stephen Poole

SUPER NES
SONY

Create a dream team in the Edit Team mode.

Before a game, choose a playing site from one of three stadiums. You can expect more home runs than usual in the Air Dome, the smallest stadium of the three.

If you use the Edit mode wisely, you can create superhuman pitchers — just look at the speed of this fast ball!

Extra Innings is full of nice details, such as this pitcher rubbing his head before deciding on a pitch.

Some batters just can't handle striking out!

If you're a baseball fanatic who believes that a baseball game has to be as realistic as possible to be enjoyable, you might have trouble getting used to *Extra Innings*. But if you're more concerned with playability, good graphics, and a few touches of humor to lighten things up, *Extra Innings* will suit you to a tee.

The players here may look like Little Leaguers, but *Extra Innings* has all the options baseball fans have come to expect in a videogame. One- and two-player games, an Edit Team function to create and modify your very own team, an option to sign up for the long haul of a pennant race — *Extra Innings* has all these features and more.

It won't take you long to hop right into the action. Learning how to pitch, bat, field, and steal bases is easy, so you can step up to the plate for a few exhibition games after only a quick glance at the manual.

It's the little humorous touches that makes *Extra Innings* different from other baseball games. When a batter strikes out, he breaks the bat over his knee, or a scowl appears on his face. You can make the pitcher rub the sweat from his brow before a pitch, and if a fielder makes an error, his eyes grow as big as saucers.

The only real weakness in *Extra Innings* is the way it handles the outfield game. All your fielders move the same way at the same time, so it's sometimes tricky deciding which player should head for the ball. Also, the graphics are weaker here than elsewhere in the game, mainly because the outfielders are so tiny — it's hard even to tell they're baseball players.

The cute, cartoony graphics and ease of game play make this a good baseball game for younger or novice players. And veterans will appreciate the Pennant Race and Team Edit features. *Extra Innings* really does have a little something for everyone.

Sony Imagesoft; 9200 Sunset Blvd.; Suite 820; Los Angeles, CA 90069

Ouch! This batter doesn't look happy now, but he might cheer up after his free trip to first base.

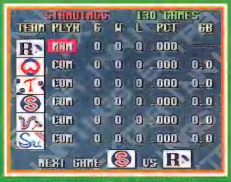
The graphic display of the outfield is the weakest point in *Extra Innings*. The players are tiny, and it takes them quite a while to reach the ball.

Base runners on first and third are displayed in windows at the upper corners of the screen. A runner on second can be seen behind the pitcher.

These cheerleaders kick up their heels whenever a batter pounds out a home run.

Each batter's stats are displayed when he steps up to the plate.

When you really need a hit but a mediocre batter is headed for the plate, go to the substitution screen and check out pinch hitters.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NEXT GAME VS

In the Pennant Race you compete against five other teams, with the season lasting anywhere from 10 to 130 games.

This guy didn't break the bat after being struck out, but you can still see he's not too pleased with his performance.

Hit a pop fly, and you can even see the laces on the ball.

When you leap to catch a ball on the fly, your hang time is incredible. If you miss the ball, you're still airborne as it goes by you.

Tag a runner out, and he heads back to the dugout crying tears of disappointment.

This cute cheerleader shows you the inning-by-inning scoring at the end of each game.

Joe's back in...

G.I. JOE: The Atlantis Factor

Capcom: 3303 Scott Blvd.; Santa Clara, CA 95054

Jonathan Gagnon

Yo, Joe! The famous G.I. team is back and ready for action. It's been a year since the Cobra Commander felt the wrath of the Joe team. However, unknown to anyone except the commander, the main base destroyed by the Joe team was on the same location as the lost continent of Atlantis. When the base was destroyed, the Cobra Commander was able to tap into the power of Atlantis and rebuild his forces. Now General Hawk has mobilized the Joe team once again.

The action in Capcom's *G.I. Joe* is just as intense as in the first adventure from Taxan. You can take three of the six members of the Joe team on each mission, and you change from member to member to suit a given situation. Instead of a practice round, you have a special screen where you can test each member's abilities before you assemble your team.

The graphics in this second NES *G.I. Joe* are well done, and the action is challenging. In short, it's a game sure to satisfy any G.I. Joe fan.

You can find the map to the Cobra's hideout here in route. The Joe team has a long climb in front of them.

This sub-boss is pretty clunky. Stay in the corner and fill him with lead.

To defeat the sub-boss with the whip, stay to the right and keep shooting.

This sub-boss is a piece of cake. Hit him five or six times, then jump over him so you're facing his back. Don't waste ammo if you can beat an enemy with your fists.

As you rescue the hostages, make sure you destroy all the blocks and uncover the power-ups they're hiding.

To outwit Overkill, first nail him with machine gun blasts. Wait until the bullets stop as he attacks, then run under him, turn, and shoot.

After you destroy Overkill, you get a laser rifle, and Big Bear helps you with ammunition.

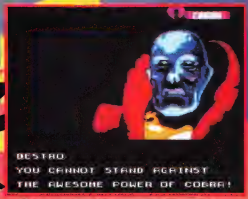
Use Wet Suit to get underwater power-ups in route 3.

Put Cesspool in his rightful place — the garbage. Lure him onto the left or right pillar while you stay in the pit. When he lands on the pillar, his shots won't hit you.

Make sure you place all the bombs on the X's in area 8. Sneak up behind this gunner.

Since the blocks keep this creep's shots from hitting you, don't destroy them until he's run out of ammo. Then destroy the blocks — and him.

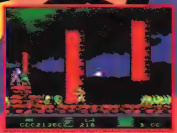
When fighting Destro, wait until he appears, then fire your lo-serrifle. If you run out of bullets, use Storm Shadow.



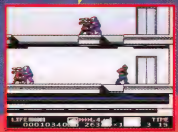
You receive the missile launcher — the weapon that can destroy the Cobra Commander's stronghold — after you defeat Destro.

This hole leads to the capsule that revives Snake Eyes.

It's you vs. Major Bludd now. Have Storm Shadow stand here and keep punching when Bludd appears — the major won't know what hit him.



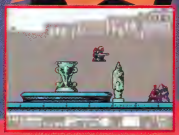
There are plenty of power-ups hidden in route 13. For example, look behind these green blocks.



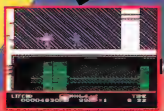
This is the door that contains the capsule.

Send either Snake Eyes or Storm Shadow to route 14. Other team members may find some of the ledges out of reach.

Fall down these holes in route 15 to snag some power-ups, but take out the guns on the walls first so you don't get hit.



Destroy the statues in route 16 to reach the enemies on the other side.



Go behind this screen to get to the enemy. Jump over him so you're facing his back.

Wow! There are plenty of boxes to hold ammunition here, but only if you have the jumping ability of Snake Eyes or Storm Shadow.

In the final battle, use someone with good jumping ability to reach the Cobra Commander. If you don't have a jumper, use the ledges.

GP

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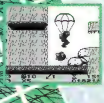
GAME BOY
THQ

Attack of the Killer Tomatoes

Crawl inside this hollow stump near the beginning of stage 1 to find a secret bonus room. More rooms like this are hidden throughout the game.



After you find a parachute pack, you can float off cliffs and buildings to collect bonuses in the sky.

Wilbur can use a skateboard to move more quickly and chase down escaping cherry tomatoes.

Between stages, this stuffy TV newscaster gives you up-to-date information on what's happening.

Tom R. Halfhill

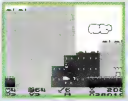
Over the years, videogame players have faced many kinds of enemies: criminals, mad scientists, vampires, dinosaurs, soldiers, ninjas, ghosts, terrorists, and space invaders of every size and description. But killer tomatoes?

Attack of the Killer Tomatoes was originally a campy movie that was so bad it was funny. Then it became a TV cartoon, and now it's available for the Game Boy. You play the lead role of Wilbur Finletter, a wacky hero who sets off alone to save humanity from an invasion of overgrown vegetables.

This is basically a standard run-and-jump action game with various items to pick up and bonuses to find. Instead of beating a boss to finish each stage, you must find a can of tomato juice. (However, you encounter three boss tomatoes at different places in the game.) You can defend yourself with kicks and punches, or squash tomatoes by jumping on them. Power-ups give you extra lives, more health points, temporary invincibility, special weapons, or additional time.

For some reason the animation is often sluggish, and we found the game easier than most. Overall, *Attack of the Killer Tomatoes* is an average game with few surprises — either good or bad.

GP



Directly beneath the tomato juice can in stage 2 is an invisible jumping platform. It lets you grab the can without falling off the screen!

Flying tomatoes — called "bat-tatoes" — are among the many hazards you face in stage 5.

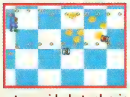
Crawl down this chimney in stage 4 to find another secret bonus room.

THQ, 5000 North Parkway Calabasas, Suite 305, Calabasas, CA 91302

Micro Machines

Jeff Lundrigan

During one-player games, you choose from 11 different racers, each with its own style. Spider is easily the fastest and most reliable, so choose him as your driver.



Although the tracks are clearly laid out, you don't have to stay inside them. This flexibility allows you to avoid obstacles in which the other opponents almost always get stuck, such as puddles of syrup.

The Highway Warriors fight for survival on the floor of the garage. These cars destroy each other if they collide at a fast enough speed, so watch out!

If you place first in three races, you get to race alone against the clock in a bonus round. These stages are easily the toughest ones in the game since just as often as not, there isn't any road to follow!

Micro Machines is something of a rarity: an interesting, well-designed videogame that's based on a popular toy. In fact, *Micro Machines* is unique even among other racing games.

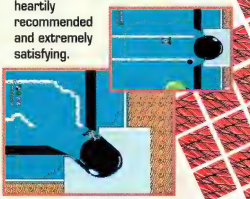
Based on a top-selling line of miniature race cars, the game puts you inside these tiny little machines, whose size allows you to race around in some pretty strange places, such as a breakfast table, a sandbox, and even a bathtub.

Everyday objects take on a new dimension when you're only an inch tall, and each track has its own odd set of obstacles. When was the last time, for example, you had to steer a sports car around a jumble of pencil erasers?

The graphics are simple but colorful, and everything moves exceptionally well. However, *Micro Machines* isn't sophisticated enough to handle split-screen action during two-player, head-to-head races. In order to keep both players on the same screen, the race stops when one player gets too far ahead of the other. When this happens, the player who pulled ahead scores a point, the two cars are evened up, and the race resumes. The race ends when one player either scores a certain number of points or crosses the finish line.

This kind of start-and-stop action is a little annoying, but it's the only disappointment in an otherwise challenging and fast-paced game.

Some tracks are on tabletops, and it's surprisingly easy to fall off the edge into Micro Machine oblivion. However, you can also occasionally bump off an opponent — a practice that's heartily recommended and extremely satisfying.



One of the best courses is run on a pool table — you drive down into the corner pocket, then get thrown out the side pocket!

GP

Camerica; 3701 Commercial Avenue; Northbrook, IL 60062

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Nintendo of America; P.O. Box 957; Redmond, WA 98073

Super R.C. Pro-Am

Vince Matthews

Super R.C. Pro-Am puts you and your radio-controlled racer in the thick of the R.C. Pro-Am tour. Racing for the coveted championship trophy, you face deadly curves, oil slicks, and three other opponents.

There are 24 increasingly difficult tracks in this Game Boy action game that test your skill on every turn. Each track is littered with power-ups and weapons with which you upgrade your car, including tires, motors, batteries, and missiles. All these goodies — plus some other bonus items — help give you a much-needed advantage in the races. And if you grab bonus letters to spell "Nintendo," you get a car upgrade.

The game control and graphics are superb, even allowing up to four human players to compete against each other. But because of the small screen and rapid scrolling, power-ups and letters are almost impossible to see until you've passed them or accidentally run over them. And, of course, if you miss these power-ups, you can't upgrade your car or win many races.

So although *Super R.C. Pro-Am* is a faithful adaptation of the NES game *R.C. Pro-Am*, playing it can be frustrating.

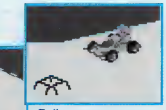
GP

Get in front and *stay* in front. The computer drones have a nasty habit of leaving you in the dust.

Take sharp turns and learn the "feel" of your car.

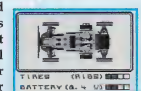
Although any of several obstacles can hamper your progress, oil slicks are your major concern.

"Zippers" give your car a sudden burst of turbo-speed.



Roll cages prevent you from crashing when spinning out of control.

Collect all the letters in "Nintendo" to earn a faster, more controllable car.



Power-ups include tires, motors, and batteries.

Save any weapons you grab for desperate situations.

REVIEW

SUPER NES

The Chessmaster

Selby Bateman

Beginning chess players need plenty of practice, a teacher who patiently (and repeatedly) points out the basic moves, and opponents who play well but can also make helpful suggestions in any given situation. As beginners become experienced players, they need to play against opponents of varying skill levels, including those who know the opening "book" strategies.

In short, players need *The Chessmaster* for the Super NES. The Software Toolworks has published yet another excellent version of the electronic chess game that has been so popular on computer and, more recently, on the 8-bit NES and Game Boy. The Super Nintendo version looks and plays even better than the earlier NES game, while maintaining the features that have become standard in *The Chessmaster* over the past several years.

The Chessmaster is really the Swiss Army knife of electronic chess programs, containing an array of features capable of satisfying players from beginner to advanced levels.

In Teaching Mode, *The Chessmaster* shows all possible moves for each piece.

The 3-D Staunton and Fantasy sets are cute, but you probably won't do a lot of actual game playing in these perspectives.

The 2-D Staunton set is the easiest setup from which to play.

There are 16 difficulty levels of game play, a "teaching" mode, a library of 150,000 opening variations, 3-D and 2-D chess perspectives, take-back options, chess clocks, a "War Room" mode that shows the chess program's "thinking," and a problem-solving mode. The Super NES version also has a medieval fantasy set of pieces in addition to the standard Staunton set.

My only complaint is a minor one: the dipsy-doodle background music, which can be turned off (and left off!), and the four-note music that announces each move (get rid of it by turning off your television's sound). But that's clearly a quibble.

If you have any interest in chess, *The Chessmaster* is a must for your Super NES library.

In the War Room mode, you get a list of moves, and you see *The Chessmaster*'s "thinking" as well as the pieces that have been captured.

The Options screen gives you a good idea of just how versatile this game really is.

GP

OUTSTANDING 9

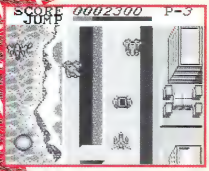
The Software Toolworks; 60 Leveroni Court; Novato, CA 94949

REVIEW

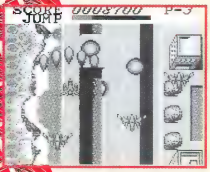
GAME BOY
VIC TOKAI

Aerostar

Lance Elko



Your Aerostar (at the bottom of the screen) has just defeated an enemy which leaves behind an "O" (Omni-Shield). The ship is about to receive fire from two tanks.



A 5-Way Vulcan Shot is unleashed by the Aerostar. The five missiles that make up the Vulcan Shot aren't your most powerful, but they're effective when the Aerostar is surrounded.

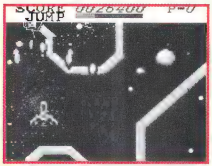
If you like your shooters fast and furious, check out *Aerostar*. This vertical scroller is chock full of enemies (four dozen different kinds!), has three difficulty levels, and features seven stages that get more difficult as you advance.

The game's storyline won't win any awards for originality — in the future, Earth's very survival is in doubt after invasion. Luckily, there's this great new attack vehicle, a good pilot is needed, and that pilot's name is ... yeah, you know the plot.

The Aerostar is a hybrid vehicle, one that can increase or change both its offensive and defensive capabilities. You acquire new weapons and defense systems by picking up different letters left behind by defeated enemies. For example, a "B" gives you a devastating S-bomb, and if you grab an "O," your ship becomes protected by an Omni-Shield.

Enemies attack helter-skelter, and you must decide — and decide quickly — which weapon or defense you want to grab. Once you get it, remember how to use it!

Most enemies are small and difficult to distinguish from one another — not so with the bosses. Here's the boss at the end of level 5.



Note the difference in the Aerostar's size and shape — it has just converted from a ground-based machine to an airborne vehicle as it flies from one set of tracks to the next.

To add a bit of variety, the designers have provided a ground/air combat scheme. While on the ground (where most of the action is) the Aerostar must travel down certain lanes. To jump, or fly, from lane to lane, you must wait for the energy bar on the jump gauge to fill, then make your move.

While *Aerostar* is a decent game, it doesn't excel. Distinguishing one enemy from 47 others is tough, too, on the small screen.

GP

Vic Tokai; 22904 Lockness Avenue; Torrance, CA 90501

REVIEW

GAME BOY
ELECTRONIC ARTS

Stephen Poole

Jordan vs. Bird One on One

You'd think a game named after two of the NBA's biggest stars would be a first-rate basketball simulation — especially when you consider that the Birdman and Air Jordan both worked with Electronic Arts to make sure their videogame counterparts looked right and played right.

Unfortunately, someone along the line dropped the ball because *Jordan vs. Bird* for the Game Boy doesn't come *close* to re-creating the fast, intense action of a one-on-one matchup between two highly skilled athletes. The animation is the main problem here — you just don't feel as if you're controlling your player. And that's probably the most important component of any sports videogame.

Since almost every other part of the game is nicely done, it's too bad the animation doesn't do justice to these two living legends. There are plenty of options to set up the one-on-one matchup to suit your tastes: You can play winner's outs (the scoring player keeps possession of the ball); fouls or no fouls; play a timed game or to a set number of points; and adjust the computer's skill to match your own. There's also a slam-dunk contest that pits you against Michael, and a three-point shootout where you go up against Bird.

But once you start one of these contests, it won't be long before you begin to wish the final buzzer would sound. If you play as Jordan against Bird, you're pretty much helpless against his three-point shooting. Your chances are better if you play as Bird because you can at least sink some three-pointers (you earn one contest point for regular baskets and two for three-pointers).

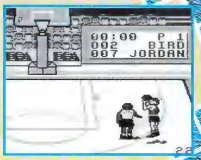
Jump to block a shot, and it looks as though your character has stepped into a zero-gravity environment — he floats slowly upward, then back down. While that's going on, expect your opponent to blow past you for a rebound or an easy basket. The action in this game just isn't smooth or fast enough to satisfy.

Don't expect much more success in the other contests. Pulling off a dunk to match the computer Michael's is very tough. And in the three-point shootout, it takes *a lot* of practice just to get all your shots off before time expires, much less sink enough of them to win.

If you want to see Michael Jordan and Larry Bird , your best bet is to wait until the Celtics and Bulls play on TV.

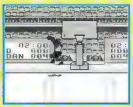
GP

If you don't take the ball past the top of the key after pulling down a defensive rebound, you're called for a clear ball violation.

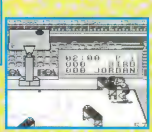


Bird's outside shooting is nearly impossible to stop.

Don't jump to block a shot unless you're positive you're going to get a hand on the ball.



The computer Michael almost always executes flawless dunks.



Speed is just as important as accuracy in the three-point contest.

Electronic Arts; 1450 Fashion Island Blvd.; San Mateo, CA, 94404

Smash TV

Jeff Lundrigan

Before beginning a match, take a bow before your screaming fans.

So many prizes, so little time.

Work your way through the maze of arenas to the studio's big boss.

To defeat the first boss, Mutoid Man, stay near the top of the screen where his eye-beams can't reach you. Just don't let him roll over you!

In the not-too-distant future, a TV show like *American Gladiators* will be sissified. Why tune in and watch contestants compete in silly sports games, when you can get involved in the human drama of a contestant fighting for his *life* against an army of deadly robots?

Welcome to *Smash TV*, where life is cheap and prizes are plentiful. As a contestant, your only concern is to stay alive, pick up money and prizes, and blow up as many robots as possible.

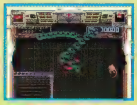
Fans of the popular arcade game will love the Super NES version. In fact, the only difference is a slight toning down of the game's rather gleeful gore (Nintendo has that strict "no flying intestines" policy). All the action remains essentially unchanged.

Smash TV isn't a game for the faint of heart or the slow of fingers. "Challenging" doesn't *begin* to describe its difficulty level. Oddly enough, in spite of the relatively simple game play (or maybe because of it), you don't really *mind* constantly replaying the first sections of the game.

If you're looking for mindless destruction on a mass scale, look no further.

GP

Total carnage!



Scarface can be pushed back by keeping up a steady stream of firepower. However, he can take an *awful* lot of punishment.

Mindscape (a division of The Software Toolworks); 60 Leveroni Court; Novato, CA 94949

REVIEW

NES
DATA EAST

Captain America and the Avengers

Stephen Poole

Captain America and the Avengers puts you in the role of Marvel Comics' shield-tossing hero as he attempts to rescue two of his fellow Avengers. Iron Man and Vision have been abducted by Mandarin, and they face certain death unless Cap and Hawkeye can find them in time.

At the start of the game, Captain America and Hawkeye are in two different cities. Each stage represents a city or geographic region, and if you manage to move both heroes into the same city, you can switch between characters — which is especially useful when one hero's life meter is depleted.

The graphics throughout *Captain America* are crisp and very colorful, although some of the stages tend to look alike. The animation is smooth and flicker-free, so controlling your characters is a breeze. Best of all, there's a good variety of moves you can master as Captain America.

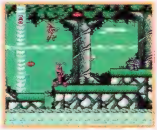
Captain America does come from the same mold as dozens of other arcade action games for the NES, but unlike others it at least looks good and plays smoothly. And the two-player mode — a head-to-head contest pitting Hawkeye or Cap against either Wizard, Ultron, or Crossbones — gives you a peek at some of the bosses you face later in the game.

But a few quirks in game play draw your attention away from those nice touches. For one thing, you can spend *a lot* of time just collecting enough power-up crystals to have any chance against the first boss.

The continue feature is also odd because you don't know where you'll restart after you've lost both heroes. And while it's nice to be able to play as either Hawkeye or Captain America, you'll probably play as Cap almost exclusively — Hawkeye just doesn't have as many fancy moves as Captain America.

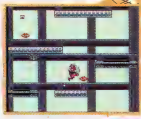
GP

Choose to play as Hawkeye or Cap-tain America, then pick the next city to visit. A single "A" on the map stands for Avengers, which means you can switch between characters after you've reached your destination.

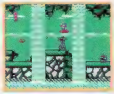


This move is a lot of fun — jump up, then push down on the directional pad as you fall. Cap sits on top of his shield, crushing the enemy when he lands.

Captain America can move at a blur to tackle all enemies except bosses.



You run into to cannons that fire homing shells in Pittsburgh. You can avoid being hit if you climb upward as fast as possible.



Hawkeye's arrows are weaker than Captain America's shield, but he has the advantage of being able to shoot upward.

AVERAGE 5

Data East. 1850 Little Orchard Street, San Jose, CA 95125.

Wolverine

Jeff Lundrigan

Wolverine certainly *looks* nice. The colors are bright, the graphics are sharp and relatively flicker-free, and most of the characters have a fair amount of detail.

Beyond that, however, there's really not much to the game —at least, nothing you haven't seen before. There's lots of running and jumping, some punching and kicking, and just a little swimming thrown in for good measure.

In fact, although the game is named after the Marvel Comics' hero, Wolverine doesn't have much to do with what's going on, and what few parts of the game *are* taken from the character just slow things down. Wolverine's infamous "berserker rage," for instance, is represented along the bottom of the screen by a power meter that grows when you fight an enemy. When the meter tops out, Wolverine goes crazy, swinging wildly and waving his claws.

He's partly invincible when this happens, but so uncontrollable that it's impossible to perform the kind of precision jumps the game requires. You're better off just waiting for the episode to pass.

To prevent the power meter from topping out, you must *avoid* fighting — and what good is a videogame where you can't kill a few bad guys?

GP

The "Trial by Traps" has a lot of these pendulum blades. Duck and crawl to get by underneath.

Be sure to check out alternate routes through each stage. Extra doors often lead to bonus items, such as this door in stage 3 that leads to an extra continue. Other continues are hidden in stage 4 and 6.

Inside the door is Psylocke, who gives you the transmitter with which to call Havoc.

Finding Havoc during stage 2 can save you some trouble getting through the rough spots later in the game. You must kneel and punch from the next-to-last platform to get the last one moving, and watch out when you hop to the door — the surface in front of the door moves.

AVERAGE 5

LJN: 1 Spring Street; Oyster Bay, NY 11771

Stephen Poole

Shatterhand

An army of murderous cyborgs under the control of a renegade general has begun a murderous rebellion. It's up to one man to thwart their plans of world domination.

Steve Hermann was just another cop on the beat until his hands were maimed by two of the cyborgs. After he's equipped with a pair of powerful cybernetic hands, Hermann sets out on a mission to smash the revolt — and extract a little revenge in the process.

There's nothing original about the plot in *Shatterhand*, but there are a couple of twists in game play that put it slightly above most punch-and-jump adventures. In addition to your fists of steel, you can acquire a satellite robot by collecting three letter icons — the type of robot is determined by a combination of B's and L's. The robot can blast enemies, block shots, or even turn into a jetpack for a lift to hard-to-reach spots.

Getting through the game's seven levels is fairly difficult, and the challenge of figuring out which robot is best for each situation adds a nice element of strategy to *Shatterhand*. The graphics in each level are unique and interesting, although flicker and slowdown hamper game play when a lot of characters are on-screen.

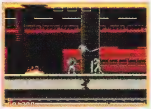
Shatterhand is a good action game, and it should challenge all but the most jaded gamers. After you've played a few times, though, you'll probably feel like you've been down this road before.

GP

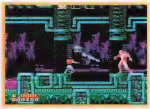
The Grenadebot (BBB) is the best all-around robot, perfect against the first boss.

Yobobot (LLL) shoots fireballs that fly forward and backward.

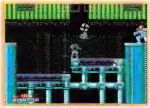
The Bounceobot (BLL) can destroy bombs that fall on the streets of the Ravaged City.



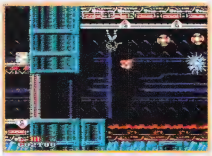
When you're beneath the city, use the Swordbot (LBL) to smash enemy hovercars.



The Laserbot (LLB) is good for blasting the mummy-like cyborgs aboard the general's submarine.



Yoyobot (BLB) works like the Yobobot, but it can fire up to three discs at once.



The ricocheting shots of the Ricobot (LBB) are perfect for the cramped corridors of the Anti-Gravity Research Center.

NES
GAMETEK

GameTek; 2999 NE 191st Street; Suite 800; North Miami Beach, FL 33180

Classic Concentration

Graphics in *Classic Concentration* are on par with GameTek's other quiz-show videogames — elementary, but serviceable.

William R. Trotter

GameTek specializes in turning popular TV game shows into videogames. With *Wheel of Fortune*, *Jeopardy!*, *Family Feud*, and a few other games under its belt, GameTek now turns to *Concentration*, a fast-paced game of memory and deduction.

Once you've chosen which contestant represents you, you're confronted with a screen of 25 rotating doors. One door is already open, revealing part of a cartoon. When all the doors are open, a "rebus" puzzle must be guessed. In a rebus, a common phrase or title is represented by pictures of objects or symbols.

Begin *Concentration* by selecting two doors. Under each is a prize. If you match two prizes, you not only "win" the gift, but two more pieces of the underlying rebus are revealed as well. There are also "wild card" doors which reveal extra parts of the rebus.

Begin the game by selecting a pair of squares.

Unless the prizes shown by your selections match, the squares close again. Try to remember what's behind each one.

Prizes are listed on the boards behind each contestant's head.

When you think you've an idea of what the rebus says, go ahead and hazard a guess. If you don't, the computer will.

Play passes back and forth between contestants until someone is ready to guess what the rebus. In keeping with the TV show's traditions, the rebuses tend to be both clever and tricky. There's not much need for snappy graphics in a game such as this, of course, but GameTek's visuals are sharp and clean.

The best way to enjoy this (and the other GameTek videogames), is to play with a friend. The computerized contestants tend to follow fairly predictable patterns and are sometimes able to figure out the rebuses sooner than most human could see enough even to hazard a guess.

So if you like the TV show, you should enjoy playing this faithful 8-bit adaptation. It's definitely one of those fun-for-the-whole-family games.

GP

Many of these puzzles are tricky, and the computer has a distinct advantage in terms of logic and memory of previously-turned squares.

Gradius III

Tom R. Halfhill

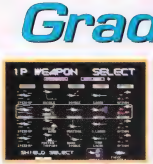
G*radius III* is a heavy-caliber shooter that has a lot in common with two other Super Nintendo games, Irem's *Super R-Type* and Taito's *Darius Twin*. All three games place you in the cockpit of a highly maneuverable spacecraft as you fight your way through side-scrolling screens filled with enemies. Some enemies leave behind power-ups when destroyed so you can boost the power of your weapons and add various kinds of shields and other options. At the end of each stage, there's a huge boss to defeat. But in other ways, *Gradius III* doesn't stand up in comparison to *Super R-Type* or *Darius Twin*.

On the positive side, *Gradius III* offers considerably more weapon flexibility than most other shooters. When you begin, you can choose from several assortments of weapons and shields which are activated as you collect power-ups. Or you can mix and match your own assortment by selecting each weapon individually.

But on the negative side, *Gradius III* suffers from a bad case of Super NES slowdown. When the going gets tough, the action gets sluggish. In some places, the otherwise good graphics flicker like those in an 8-bit game.

The slow motion might be an advantage for players who aren't ready for a super-fast shooter. But advanced gamers are likely to be disappointed.

GP



Gradius III lets you choose from all these combinations of weapons and shields — or you can put together your own combinations.

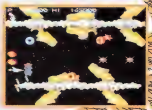
QB2B, the stage 3 boss, is a little more challenging. Don't get above or below these blue lasers, and watch out for a criss-cross beam.

At the end of stage 4, keep shooting the small Easter Island heads released by these two giant statues, while watching for falling rocks.

Bulbous, the stage 6 boss, is a giant Venus Flytrap. Stay at the far left and don't get below him. When the pod opens, get ready for a nasty surprise!

The first boss you meet is the Earwig Scorpion. Don't be scared by those big claws — just keep firing at his center eye.

Bubble Brain is the boss of stage 2. This lump of protoplasm is easy to beat if you shoot a hole through its middle while avoiding the bubbles.



In stage 4, these Easter Island statues shoot deadly ring-shaped missiles. Be careful — some of the statues move suddenly.

This Two-Headed Scorch Serpent guards the end of stage 5. Let him coil around you and concentrate your fire on both heads.

BELOW AVERAGE 4

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089

Hillsfar

Jeff Lundrigan

Characters are generated in the traditional AD&D fashion, right down to choosing your character's alignment.

Although *Hillsfar* comes closer to following "authentic" Advanced Dungeons & Dragons rules than its predecessor, *Heroes of the Lance*, it may be a poorer game because of it.

In a time when RPGs (role-playing games) are becoming more storyline-dependent, more colorful, and more playable, *Hillsfar* is almost a step backward. It's certainly a large game, but it's so difficult to get into, you might never find out *how* large.

A great deal of your time — especially in the early stages of the adventure — is taken up wandering around in mazes, tediously picking locks on chests and searching for gold and special items. During these sections you don't even get to fight real monsters — you just bump into guards and retreat to the exits.

After picking your destination (Hillsfar is the only town you can visit in the beginning), you must actually ride there in a short arcade sequence.

Hillsfar isn't the most visually appealing game either. Eight-bit graphics may not be the greatest, but they're capable of more than the muddy browns that seem to dominate this adventure. The scrolling in the mazes isn't even well done.

But if you're an RPG devotee with a lot of patience, *Hillsfar* comes close to capturing the spirit of the book-and-paper AD&D games, and it's certainly a challenge. Anyone just looking for quick fun, though, should be warned.

The town of Hillsfar is so large that it doesn't all fit on-screen at once. This is just the northeast sector of the city.

GP

Wandering around the indoor mazes and looting chests takes up a lot of your time.

FCI; 150th East 52nd Street; 34th floor; New York, NY 10022

Crazyland

Jeff Lundrigan

Stand on the stair below these gumshoes to make them mysteriously turn around and shoot in the opposite direction.

... but if you take four hits, you die.

When Dewey's girlfriend, Dixie, is kidnapped, Dewey follows the villains to an abandoned amusement park called Crazyland. With only his soccer ball and his jumping skills, Dewey must survive strange obstacles and evil enemies that block his path before he can rescue Dixie.

Any theme park guarded by an evil clown probably means trouble.

Does this "kidnapped girlfriend" scenario sound familiar? It is. Nearly everything about *Crazyland* fits in the "you've seen it before" category. There's nothing *wrong* with the game, but there's nothing new or exciting either. It has got big, colorful graphics, but the rest of the game is kind of dull.

It's strange in this day and age, but *Crazyland* includes some stereotyped characters — African natives and towel-headed Arab magicians.

You start by kicking tiny soccer balls. Ready to power up? Take some damage!

There is one original idea in *Crazyland*: Dewey fights enemies by kicking soccer balls at them. The balls get more powerful, and he can kick more of them at once if he increases his power level. But he increases his power level *by taking damage*! That's right, the closer Dewey is to keeling over, the more powerful he becomes. Does that warp your previous gaming strategy?

After three hits, you get a more powerful double shot...

GP

AVERAGE 5

NTVIC: 50 Rockefeller Plaza; Suite 940; New York, NY, 10020

REVIEW

SUPER NES
NINTENDO OF AMERICA

Super Tennis

Chris Slate

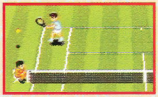
Super Tennis offers singles or doubles play, along with a circuit mode. The latter allows you to play an entire season while saving your winnings with a password.

Although the Super Nintendo has been in stores for only six months, almost every sport has already been adapted for the system. The latest — and quite possibly the greatest — of the line-up is *Super Tennis*.

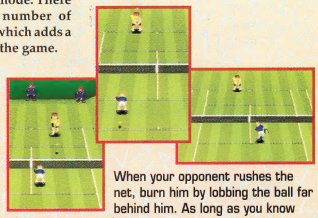
With top-notch graphics and realistic sound (especially when heard in stereo), *Super Tennis* is great fun. You can play against a friend or the computer in a singles or doubles match, or you can make a run for the cup in the world-circuit mode. There is an unusually large number of moves at your disposal, which adds a great deal of strategy to the game.

The only bad thing about *Super Tennis* is that it may be a little too difficult for most players. Even your first computer opponents are very tough to beat until you've mastered all the different techniques. Because of this, it's a good idea to compete with a friend instead of the computer until you're used to the controls.

GP



When serving from the lower right, move your character to the far right, then hit the ball at the height of the toss. From the instant you let go of the ball, continue to hold left on your controller. This is a very hard serve for anyone to return.



When your opponent rushes the net, burn him by lobbing the ball far behind him. As long as you know where you are on the court, this is a very effective move.

In the circuit mode, your performance determines the number of points you're given after each tournament. If you're ranked #1 after the championship, you get to see the best ending!

OUTSTANDING 9

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